

**For space is dark
... and full of terrors**



NEW HORIZON
Campaign Pack HD

NEW HORIZON

Campaign Pack DH1.2

New Horizon is a game about humanity's spread into our solar system and the horrors we discover as we go there. It is an exciting mix of Blade Runner universe, Aliens movies, Lovecraftian horror and hard science-fiction.

The scope of New Horizon is contained to a fantastical setting that is still familiar to us – our solar system, from Mercury out to the frontier of the Kuiper Belt. Earth is still the center of the universe, home to all mankind, but millions of people dwell in colonies and space stations spread throughout the solar system and beyond. Spaceships travel between the worlds, using technology that propels them from world to world in a matter of weeks or months, instead of years.

Despite the fact that the nations of the solar system are united in a way never before thought possible, the vast distances that separate the colonies of humanity create a sense of isolation. The journeys through the black are long and lonely. There are many who find this isolation difficult to deal with, especially given the things that now roam in the dark.

Horror takes many forms. It is the uncertainty of survival, the suspense of finding malevolent things among the stars, and fear of the unknown. It is the dread of facing Things That Should Not Be, the revulsion when encountering alien things, and the sickening realization of the wrong and ghastly things that humans are capable of doing to themselves and each other. Horror also arises both from the comprehension that there are scary things beyond our understanding inhabiting our universe and that humanity may be its own worst enemy. Despite all of the technological tools and advances available, they still face terrors like losing control of their own identities, their perceptions, and their mental faculties— not to mention their future as a species.

New Horizon is a couple hundred years into the future. In terms of its influences, the setting is approximately equivalent to the technology presented in such movies as Total Recall, After Earth, Outland, Starship Trooper, Avatar, Elysium, Predator, Doom, Pandorum, Event Horizon or The Expanse TV series.

FOR MATURE AUDIENCES ONLY

This book is intended for mature readers. It contains dark and disturbing content and images. Reader discretion is advised.



DISCLAIMER: This is a collaborative and open source fan-made creative exercise and has not been created for profit or commercial use. The game is intended for entertainment purposes only and is for private use. The texts describing the world of New Horizon are shameless plagiarisms of the Cthulhu Rising website. All logos, names, pictures and texts are registered trademarks and/or copyrights of their respective trademark and copyright holders.

Dark Harvest

A campaign to New Horizon in six scenarios for investigators.

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INTRODUCTION

BOOK STRUCTURE

If you are intending to play in this campaign, please do not read any further! From here on, this book is for the Keeper's eyes only.

The original Dark Harvest campaign was first published from October 2006 to April 2009 on the now defunct Cthulhu Rising website. The campaign is set in the HR209 system and is divided into six core chapters:

Super 8

The game involves a Great Old One and the distribution of a very disturbing film of a girl being eaten alive. The Investigators will find themselves entering the seedy underbelly of Drakestone, face to face with vice and human traffickers.

War Wounds

The adventure begins with the murder of a badly mutilated victim. The investigators will soon be drawn into a web of intrigue, involving the resurrection of an ancient evil and a group of cultists of a forgotten God.

Cold Tower: Protocol 7

The story begins with a crashed STV on the frozen plain of Daniels. The investigation of this crash takes the players into the shark pit that is the corporate world of Drakestown, and they will also encounter the sinister crime syndicate that is the Consortium.

Cold Tower: Servants and Masters

Part Two of Cold Tower compels the players to confront, and outwit, an ancient alien evil on a lonely drilling rig. This takes place out on the icy Foster Sea, during the most severe storm to hit the planets surface in a century.

Convergence

The game starts a month after the events of 'Cold Tower Part Two' with an apparent murder/robbery in the entertainment sector. This should uncover an illegal pornographic ring. As the players get closer to this ring, they may uncover the plot to assassinate one of the Koestlar senior execs visiting the Colony.

Damnatio Memoriae

The story takes the PCs in the very lowest caverns of the Jonas Mountains where they will confront the Koestlar corporation and one of its unnamable project. Meanwhile, the players also have the misfortune of attracting the attention of the Yithian orthodoxy and will find themselves in the middle of a merciless battle between two factions of a very ancient alien race.

Alongside these core chapters are a series of appendices collecting together important spells, artifacts, and tomes in easy to reference blocks; a bridging chapter that provides key player handouts concerning events of importance.

RUNNING THIS CAMPAIGN

Study the contents of this book before attempting to play through it. Players have every right to demand that the Keeper knows what's going on. By understanding the text and plot, the Keeper knows what to stress, what to skip over, what to hint at, what to dismiss, what to threaten, what to paraphrase delicately, and what to throw at the investigators.

Know the meaning of the clues and their importance. When players ask questions, be ready to answer—getting a notebook and writing a few key notes as bullet points is a handy device (or, somewhat more sacrilegious). Confident Keepers make for happy players. Though much of the Forbidden Science is best left unknown to humanity, that warning should not apply to campaign materials.

Campaign Considerations

Dark Harvest will take many sessions to play through. The Keeper must bring to life different exotic locales, recreate the sensibilities of other cultures, and balance foes and friends to allow each investigator to earn their own destiny—ultimate triumph or, perhaps, madness and agonizing death.

Setting Depictions

Geographical details are incorporated into the text of the chapters. Key locations have, at least, baseline depictions and the Keeper should feel free to add in further locations as events develop.

PREPARING FOR PLAY

Having read through the campaign and gained a good understanding of the key plot and characters, the Keeper is advised to prepare each chapter prior to play. Highlight key headers and sections in the text and, perhaps, prepare memory-jogger notes of the key events, which can be referred to during play.

NPC statistics and monster profiles are gathered together at the close of each of the chapters for ease of reference. It's a good idea to copy/ print these sections out onto separate pages, allowing the Keeper to have them near at hand for quick referral and to avoid flicking back and forth through the book. Likewise, printing out the portraits of the key NPCs to show the players (perhaps sticking these on to cards or on a convenient wall next to the gaming table) may help the players to differentiate the cast of allies and villains as they go through the adventures.

THE STAR SYSTEM OF HR209

by Garry Cooper

"Who knows how long the colony will last? Another decade, a hundred years, a millennium? Who can predict such things? But one thing I do know. For as long as it is here Drakestown will be one hell of a ride."

James Callahan Author of Drakestown: a History

"The watchers are coming, those that wait in the dark places between suns. They will come to this place to reap the harvest, to put an end to the hidden war."

Graffiti on a wall in the Steamer

INTRODUCTION

This gaming supplement has been written with the aim of providing further information on the HR209 system for the Cthulhu Rising universe. While this supplement is intended for use with the Dark Harvest Campaign, it is not exclusive to those games. This supplement is not meant to be the authoritative text on the system of HR209, or for the city colony of Drakestown. It is intended only as part rough guide, part blank slate for keepers, and players, to develop their own ideas. Hope you enjoy.

LIFE IS TOUGH...

Life is tough on the Outer Rim, tough and dangerous. We're constantly regaled with tales of woe; difficulty and disaster, as humanity try to carve their names on the stars themselves. HR209 is no exception. A single G5 star: nothing special. Certainly indifferent when compared to some of the marvels we have chartered out in the cold spaces between stars. There are two planets that slide ghostly around the pale sun; one, on the very edge of the system, is a vibrant blood marbled gas giant called Redstone. Its asteroid ring crawls with human industry. Many a strange tale has been whispered by those that work around its majestic form. The other world is possibly the most populated ice ball in the United Earth Federation. It's called Carlson's Hope. Irony, for hope is the largest commodity of those that live on that bitter glacier world; hope for a brighter future, a new way of life, for wealth or just for a way out. On its frozen uncaring surface, amongst the alpine ridges of the northern continent; sits the domed colony of Drakestown.

Drakestown is a teeming city where, protected inside the steel grey dome, linked to a tall tower, topped with a gothic array of comm relays, searchlights and traffic relays, live around two million not so innocent souls. The colony penetrates deep into the hard skin of the planet where the traveller will find level upon level of human activity.

Down in those deep places can be found kilometres of garishly lit streets, shops and myriad entertainment's, and then there are the dark places where little light can be found. You can find long roadways that worm through the colony, with holo bright advertising shouting from every surface. Habitats, full of people living out their lives, buried deep under the icy earth. Those that live in such a busily confined space come from everywhere. Earth, discontented Mars, the Rim worlds and even some refugees from the ERC walk the streets and intermingle. Many are looking for a new life, others to sell, trade or to prey on their own. A few are running from something. Many have just washed up on the shores of Drakestown and stayed.

James Callahan: Drakestown: a History. Pub by iKON press, 2267 ISBO NO: 234578UX45

THE STAR SYSTEM OF HR209

"The system is a treasure chest of resources. A fulcrum to further our expansion and exploration into the unknown. To do that which will take humanity deeper into space."

Marcus Singer, Colonial Development Oversight Committee. Geneva 2209

"A gas ball and an ice cube?! Fuck'n'ell! That was worth 4 weeks in a cryopod with a tube stuck up my ..."

Quote attributed to unknown ICM grunt arriving at Fort Sumter.

Astrological Data:	HR209
Star Type:	G5
Age:	4.9 Billion years old.
Planetary Bodies:	• Carlson's Hope: Ice world. Class Three.

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	• Redstone: Gas Giant.
Population:	2 million.
Administration Centre:	Drakestown - Carlson's Hope.
Affiliated Corporations:	Koestlar Operations.
Governmental Affiliation:	UEF, Geneva.
Distance from Sol:	48.7 LY
Approximate travel time from sol:	4 weeks.

HR209: A Description

While many from Earth and the inner colonies are often ignorant of the names and history of lesser outer rim colonies most would have heard of HR209. They may well regard it as a remote and isolated backwater, but HR209 is the unassuming name for what has become one of the largest and most vibrant systems in the Outer Rim of UEF controlled space.

For those who live in the outer rim HR209 it is one of the most successful, densely populated, and important centres of commerce and trade in that area of space. The system of HR209 contains many valuable resources that have made the expense and risk of creating a large colony worthwhile to the corporations and government of the UEF. HR209 has also become one of the most politically influential colonies out on the outer rim. A fact not lost on the Earth government back in Geneva. All of the major earth political parties are represented in the Drakestown LCC (Local Colonial Council) and the ICA keeps a close eye on the system.

The material and cultural richness of the system is not lost on HR209's nearest neighbour, the ERC. The Combine sits hungrily at the border, viewing the rich minerals, the rare source of ununpentium and the industrial complexity of system with envious eyes. The ERC once occupied the system during the colonial wars and implemented a reign of terror that killed or imprisoned many innocent people. However, near the end of the war the UEF initiated Operation Stormcatcher and attacked the system. The liberation fleet successfully drove out the ERC and liberated the system. As a precaution against future incursions the UEF garrisoned a substantial military presence to guard the system and built a large relay station located in the atmosphere of Carlson's hope.

There are only two planetary bodies in the star system. One of these, the closest to the sun, is Carlson's Hope, a cold arctic world. Here the city colony of Drakestown can be found. The other world is a gas giant called Redstone. The wealth of Redstone is one of the driving reasons that humanity has invested so much to come so far from home. Circling the system is a small asteroid belt called the Mckellan Range; out amongst this range there can be found many small private prospecting claims and some minor industry. UEF patrols are intermittent and as a consequence the Range (as the

locals call it) is largely unpoliced. However, if a criminal seeks refuge on one of these remote industrial platforms the UEF will make every effort to bring them to justice.

Prior to the ERC occupation there was piracy in the Range. During the occupation the ERC tracked the base down and destroyed completely. Its burnt empty shell can still be found on one of the asteroids out on the far Range. Since the UEF increased the garrison and system security, in system piracy has all but vanished. But this does not mean organised crime no longer exists in HR209 for the Consortium is based in Drakestown. The Consortium is a large and unpleasant criminal organisation that has plagued the local ColSec officers for nearly two decades. Also, a large black economy exists in the system, fuelled by smuggling, slaves, illegal immigrants and weapons trafficking.

Many economists believe the future for HR209 looks bright as mining yields remain high and the industrial complex continues to grow. Hr209's position as one of the main trading and supply points for shifting goods between the other outer rim colonies, and back to the inner systems, remains strong. Some economist, however, believe that one day the colony will cease to exist. They argue that eventually the mines will run dry and/or space flight will become advanced enough to make stops at HR209 unnecessary.

In recent years, as the ERC economy begins to struggle, there has also been a rise in the numbers of refugees from this troubled regime. This has brought racial tensions to poorer areas of Drakestown, as memories of the ERC occupation still scar the psyche of many that lived through that time. Many citizens also suspect that the FSA and the ERC intelligence networks have fought, and will continue to fight, their cold war in this system.

CARLSON'S HOPE

"You want me to describe this planet in a word? Well...okay...it would have to be... Umm... isolation. Yeah, isolation. The snowy plains, the pack ice sea, and the deathly silence in the mountains remind you don't belong here. And the planet seems to know it. Even in the crowded habitats of Drakestown you're surrounded by the ice cold, numbing isolation of the big city. Yeah... isolation, that's the word I'd use."

*James Callahan, Author of Drakestown a History.
Speaking during a news interview in 2267*

Planetary Data:	Carlson's Hope
Type:	Cold World. (Class 3)
Diameter:	10412 km
Pressure:	1
Gravity:	1.1
Temperature at Equator:	-95°C
Polar:	-160°C

Rotational period: 21 Hours

Orbital period: 272 days.

Satellites:

- Felicity: A small asteroid like moon approximately 550kms in length. There are rumours that the FSA have a listening post on this moon, but it has so far not been proved. What is certain is the UEF have established a small Garrison base on the moon, (Fort Sumter.) and its exact purpose and function is the source of speculation for the conspiracy theorists of the colony.
- Gerard's Orbital. This is the large space dock and platform that services all incoming and outgoing traffic in the system. There is a regular shuttle service, provided by the corporations where miners and other workers can travel to their sites.

Trade/Industrial Resources: Water, some surplus food production that is exported to other colonies, minerals, gas deposits and heavy metals.

Carlson's Hope: A Description

Carlson's Hope has only one land mass in its northern hemisphere, the rest is a frozen wasteland of creaking, shifting; deadly ice seas, under a pale sky. Miles below this ice, the planet's only non-frozen water sluggishly moves, barely warmed by the high volcanic activity that occur deep in the planet's core. Storms are frequent on this planet, often made worse by sudden and violent undersea volcanic activity in the Southern Hemisphere. The ice storms of Carlson's hope are legendary in this region of space and only the desperate would venture out into a heavy Blader (Local system slang for a type of storm that sends large razor sharp icy shreds, torn up from the plains, through the air.) There is enough oxygen in the atmosphere for humans to move around without the aid of artificial respiration on the lowlands; however, the levels are thin and up in the mountain ranges breathing equipment is essential. The surface pressure is close to earthlike, but arctic survival gear is necessary for moving around in the open.

Despite the inhospitable nature of Carlson's Hope the UEF has judged the system to be of significant size, mineral wealth and strategic value to make establishing a large colony economically worthwhile. As the planet has a breathable atmosphere and a close to earth like gravity; it was the natural choice to place the now successful and bustling city of Drakestown. The system has an unusually high population for a class three colony in the outer rim. Most of this population is concentrated in Drakestown. Drakestown is a single domed habitat where many of the locals work in mining, shipping operations or on the numerous industrial platforms on and under the icy seas.

Life on Carlson's Hope

The most advanced indigenous life forms on Carlson's Hope are various types of algae that can be found around the volcanic fissures and undersea volcanic stacks. The rest of the fauna is bacterial in origin – found in the water and ice of the planets surface. No other complex types of life have yet been discovered on the planet.

Over time Colonists have brought some life forms with them to HR209. Foreign animals are strictly monitored, but some have inevitably escaped or have been imported illegally. There are feral cats and dogs in the poorer areas of the Drakestown colony. Drakestown Sanitation have specialised 'pest-patrols' tasked with capturing feral animals. These are quickly and humanly euthanised for public health reasons. The lower levels of Drakestown have had outbreaks of vermin and in the poorest areas rats can be a common problem. Despite eradication initiatives and pest-patrols, complaints from the lower levels are on the increase.



GEOGRAPHICAL FEATURES OF CARLSON'S HOPE

"You might love the high mountains, the glacier fields and the frozen seas of this planet but, never forget, they don't love you."

David Cheng, Drakestown's Arctic Search and Rescue Unit

"I once knew a guy who used to fly rigs out on the plains. One day his rig was downed in a blader. He made a safe landing, but his craft was all smashed to hell. He was only two kilometres from Drakestown. So he figured, he and his passengers could walk back to the warmth and safety of Dtown. Its only two kilometres, right? Bad idea. There's a reason standard protocol tells you to wait by your craft for rescue. They didn't make it."

Paula Strickland, Koestlar STV Pilot

General Notes

Most of the major features of Carlson's hope are named after the first survey crew to explore the planet. Many areas of Carlson's Hope have only had cursory surveys, especially in the high valleys of the northern mountains. These remote and dangerous places remain unexplored by direct human contact. Below is a brief description of some of the best known, and distinctive, features of Carlson Hope.

The Jonas Mountains

This mountain range has the towering giants of Carlson's hope. These huge, grey stone and ice-capped mountains cover the northernmost part of the continent, and are a clear statement that man has yet to fully conquer Carlson's Hope. The smallest mountain "Copperhead" is around 3,567m while the highest, The White Towers, (Named in the plural because of its visually stunning, and unusual, double peak formation.) rises up to 9,678m.

Though even in this stark, terrible and beautiful environment some traces of humanity can be found. Throughout these high mountains the huge, Cathedral like, water processor plants that service Drakestown are located. There are over forty of these impressive structures built and operated by Koestlar Operations, located in the Jonas Mountains alone. Strategically placed these plants operate continually to melt ice and remove moisture from the thin atmosphere. Most of the water is then piped down to Drakestown, through an impressive network of insulated pipes. Many of these plants are only accessible by STV and each are crewed by a small staff of highly trained technicians.

The Caverns

High in the northern tip of the Jonas Mountains can be found a still largely unexplored region of Carlson's Hope commonly called 'The Caverns'. The Caverns are massive warrens filled with geological wonders; the mineral wealth of the planets surface makes some of the caves resemble glittering subterranean palaces. There have been some attempts at exploration of these caves, but they are hundreds of kilometres long, and some of the explorations teams have been lost in the darkness of The Caverns.

Mid Pass

This is the 100km gap between the Jonas Mountains and The Ridge mountain ranges. This area is effectively a giant wind channel for the bitter easterly winds, and the weather is notoriously foul in this region throughout the year.

The Ridge

The Ridge is a lesser cousin to the Jonas Mountains. It runs like a spine down from the Jonas to the Escarpment. The mountains are smaller than the

northern range with the highest peak (Mt Garner.) rising to a modest 2,734m. This range offers some protection from the harsh easterly winds that roar across the Nyman's plain, and two successful mining colonies Condal and Cambridge are located in the northern and the southern ends of the Ridge respectively. These colonies are small and not truly independent, as they are still heavily dependant on the assistance of Drakestown for much of their basic needs. Though they have their own facilities and infrastructure (schools, hospitals, etc. and a Federal Marshall on hand) they are often forced to tow the Drakestown line. They, however, still view themselves as distinct from Drakestown.

Daniel's Plain

Daniel's plain is a massive ice and snow covered plain that sweeps down from the high mountain ranges to the very edge of the jagged escarpments that ring the southern zone of the continent. The plain is a place of deadly hidden crevices, sudden collapsing ice sheets and howling bitter winds. Out on the plains many people have died cold and lonely deaths, and only the foolish go outside without the proper equipment and clothing. Much of the plain is unstable and dangerous, making vast areas unsuitable for long term human habitation. But where the ground is hard (locked in permafrost.) there can be found a scattering of permanent human habitations and . (more on these small colonies later.)

Out on the plains scores of private and corporate mines and factories litter the ice fields. All of these facilities are designed to operate on the treacherous surface. Though these rigs and factories are scattered and isolated they all communicate with one another and STV travel across the plain is common. Most of these concerns are small operations with skeleton crews and the majority are franchised out, or directly controlled, by Koestlar Operations

Nyman's Plain

Apart from the greater exposure to the heavy easterly winds, this storm-wracked plain is little different, in geographical terms, to the Daniel's Plain. Like Daniel's plain there can be found a scattering of mining operations and its most distinctive feature the ICM Artic Warfare and survival training base Fort Ithaca. This base sits on the spearhead shaped peninsula called Cleary Point.

The Escarpment

The Escarpment is an impressive geological feature that is a testament to the huge volcanic activity that occurred in the Northern Hemisphere of Carlson's Hope millions of years ago. The jagged cliffs of the Escarpment rise thirty meters, at its highest point, from the icy Foster Sea. It is an area of sharp jutting rocks, crumbling cliffs and icy outcrops. The cliffs ring the southern shores of the continent like a wall. The escarpment is known to be dangerous and most sane people avoid it. So, naturally, many adrenaline sports junkies climb or parajump from the cliffs during the "summer" of the continent.

Foster Sea

If Carlson's Hope's orbit was closer to HR209's star then it would be classed as a 'Water World'. This icy sea covers 85% of the planets surface. A common misconception to those unfamiliar with the surface of the planet is that the sea is completely covered by ice. In truth it has many canals, lakes and large areas of open sea covered in drifting icebergs. This is especially true in the Southern Hemisphere where violent volcanic activity occasionally tears apart the icy surface to expose the warmer liquid under-layer of the planet (This process is often a catalyst for the heavy storms that rage across the planet.) Koestlar heavily mines the sea, and the seabed, and huge mobile rigs can be found out in the icy waters.

SETTLEMENTS ON CARLSON'S HOPE

Naturally the most famous settlement on Carlson's Hope is Drakestown, but there are many other types of settlements on Carlson's Hopes surface. The majority are run by Koestlar and are industrial in nature. Most have a regular rotation of crews that spend a few months working on these sites before returning to Drakestown. Most of these sites are the rigs that scavenge the seabeds, the huge water reclamation systems, the factories and the many mines that are scattered across the surface. Some settlements, however, are semi independent with a permanent population.

The largest settlements are the following:

Condal: Population of 234

This is a small settlement that has arisen around a small water reclamation plant on the northern tip of the Ridge. Essentially the plant is maintained by Koestlar, it does however have many non-corporate personnel and under its original contract is actually the property of the UEF. This unique legal grey area has allowed the population some freedom. It is classed as an "unincorporated" settlement; i.e. it is not directly under the jurisdiction of Drakestown, but it does have a federal marshal. It has a fiercely independent nature and does resent interference from Drakestown.

The settlement itself is built into the huge water reclamation system that was built on the southern Ridge. The living habitats are loosely structured in the warm centre of the vast tunnels and labyrinthine structure of the industrial complex. Drakestonian mockingly call those that live in Condal, Morlocks. A curious irony as those that live in Condal perceive those from Drakestown to also be insular, self obsessed and unwilling to leave the safe confines of their city.

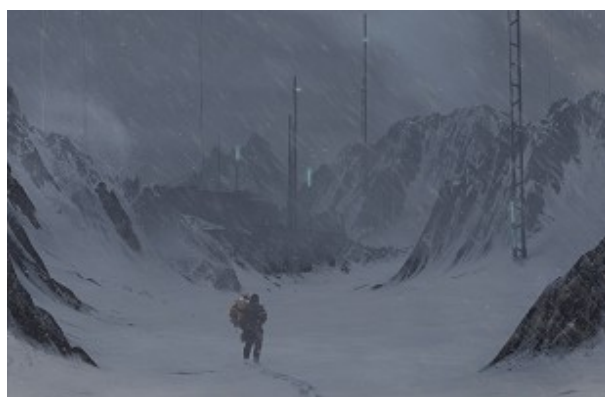
Cambridge: Population 116

One of the few truly successful non-Koestlar operations on Carlson's hope. It is owned by a single family, and is fiercely anti Koestlar. The colony has a few families living there permanently; it does not have a marshal, and is reliant on Drakestown, or Condal, for assistance in emergencies. While it has a medic on site, for serious

medical emergencies they have to ship out the injured, or sick, to Drakestown. It is a small domed structure no more than 3 km in radius, but relatively comfortable, it has limited hydroponics, but is highly dependent on trade with Drakestown for supplies.

Fort Ithaca

This is a small ICM training base situated on the planets cold surface. It's primary purpose is too provide accommodation and training personnel for marines undergoing arctic training courses, as results it personnel is largely equipped, and prepared for training rather than defence and/or aggressive military action. However that said; the base does have some sophisticated defence and security systems, and any one approaching the camp will have to find a way of traversing the icy Cleary point without detection.



THE SATELLITES OF CARLSON'S HOPE

"The moon of Carlson's Hope offers the UEF a strategic overview of the planet and an excellent platform for engaging in counter insurgency and defending against piracy and terrorism, the idea that the moon is some listening post used by the FSA is irresponsible journalism and scare mongering. The dissonating signals your so called "expert" picked up was nothing more than a standard transmissions from the relay station."

ICM press officer briefing Drakestown media 2271

The Moon: Felicity

Felicity is a small, but dense, moon around 550km. On the dark side of felicity can be found Fort Sumter the main ICM base for HR209.

Fort Sumter

Fort Sumter is a sizeable garrison base that is built into the moon. It is a complex system of defences and tunnels. The base is under the command of Col Karen Summers, a colonial war veteran with strong political ties back on earth. Fort Sumter is also rumoured to contain a FSA listening post, monitoring transmission in the ERC

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and the local area of the outer rim. The UEF have denied these claims as “laughable.”

Fort Sumter can also act as temporary docks, and has some limited repair facilities, should Gerard’s orbital become inoperable. A further 200 marines are stationed in Drakestown itself as an auxiliary force.



Gerard’s orbital: Or “The Orbital”

Carlson’s Hope also has a large dock stationed in orbit over the North Pole. It is designed to handle the large bulk freighters that service the many industries of HR209, and other, systems. It is a large donut shaped installation with an extensive shipyard, and has large dry dock facilities for two large vessels. It acts as a waypoint for much of that sector of the outer rim. For not all the ships that stop at the orbital are carrying goods destined for HR209, for the orbital also serves as a refuelling station.

Military ships use the docks to refuel and often their crews go down to Drakestown for some R&R. This orbital platform also has a large tachyon relay station attached to it.

There is a regular once a month trip to earth that launches from Gerard’s orbital. Two small ships the Mary Ann and the Georgia make the journey back and fore to the home planet. Booking a ticket is expensive; the shuttles are often filled with UEF government personnel, ICM on leave and or Koestlar Operation Staff. However there is no shortage of shipping that passes through HR209 and it is possible to arrange transport via these craft to many parts of the UEF. Naturally such journeys are high risk, and “Buyer beware” applies to all negotiations. (There is also some speculation that there is black market trade to the ERC, and that those in the know may be able to smuggle themselves, or others, in and out of ERC space for the right amount of cash.)

The Orbital also has some accommodation should personal or passengers need to stay. There is a regular shuttle service to the orbital, from Drakestown that flies up three times a day for civilian use. (Koestlar often use their own crafts.) The Orbital is under the administration of the UEF, but maintained by Koestlar, the command crew work for Koestlar. There is a small group of marines stationed at the orbital to act as short-term defence should there be need.

REDSTONE

Planetary Data:	Redstone
Type:	Gas Giant
Diameter:	132560 KM
Pressure:	25
Gravity:	2.33
Temperature:	-121°C
Rotational period:	11 Hours
Orbital period:	12yrs 23 days
Satellites:	6 Moons <ul style="list-style-type: none">• Simpson. Effectively a chunk of ice with some rocks in it. It is used for water mining to service some of the larger operations out on the system.• Seren. This rock has a high degree of silicate in it and appears to have a shiny reflective surface. It can be beautiful when the light of Redstone reflects off it. There are several mining operations out on this moon.• Hoggs World. World is a rather ambitious term for a 120Km rock that has an iron mine on it.• Trantor: The base here is called Asimov.• Perspicacity. Largely covered in small private concerns that so far have had poor yields.• Endurance. (Prison Moon.) As Drakestown is a large colony it has its own penal colony. This colony also provides a stopping and dumping point for prisoners being transferred out from other colonies. Some prisoners from the ERC are held here.

Trade/Industrial Resources: Gas deposits, heavy metals and ununpentium.

“It’s a strange place Redstone. That red glare reflects off everything when you’re working outside. The atmosphere rolls and spins as you look at it. The patterns in the gas can be hypnotic. Get’s in your head, you know? I’ve seen guys staring at red giant in awe. Staring into that... broiling mess, their brains trying to make patterns out of chaos... It gets to some guys. Makes ‘em crazy.” His eyes drop and he whispers the next. “Wojacki was the worst...”

Robero Sanchez. Foreman aboard the BCI-Klaine Collector, during a news interview.

"It sang to me, you know? ...um ...the ...um, the planet I mean. The song was in the gas patterns, you see? An angel's voice, clean and simple. The patterns were so beautiful. Enchanting. I'd just tried to make others see the beauty that I'd seen carved into the flesh of Redstone. I wanted to bring that beauty to those with no beauty in them. I brought them all peace in the end."

Christopher Wojacki The Pattern Killer. Recorded Statement during interrogation by Drakestown PD.

Redstone: A Description

A huge blood marbled Jovian planet with a single large ring of asteroids circling its circumference. This ring is rich in minerals, heavy metals and, most prized of all, ununpentium. For nearly 45 years it has been actively mined by a variety of corporations. Currently the most dominant corporation is the controversial Koestlar operations. Human industry crawls all over this red giant leaving its scars. There are 6 small moons orbiting this planet.

Most of the moons have some form of mining or industry based on them, as does the asteroid ring. It is no exaggeration to say that Redstone is teeming with human life and industry. Most of those working out in the system are based on Drakestown and share accommodation for two month rotational with other workers. There are regular supply shuttle and passenger services between the installations. However most of these are private companies with little concern for paying passengers. It is possible to hire moonlighting pilots for quick shuttle jobs, but these can be expensive. A more common technique is to find an already scheduled flight and bribe the pilot to allow a passenger to hitch along. However ColSec frown upon this behaviour.

There have been instances of piracy during, and prior to, the Colonial War and the moons Trantor and Hogg were both badly damaged by ERC sponsored pirate attacks in the early part of the war. However, since the liberation and the sudden increase in the military presence in the system there have been no further insystem acts of piracy.

BC1-Klaine

The Klaine Gas Collector is a beautiful construction that sits in high orbit of the planet. Its collection of pale spheres around a central hub is an elegant counter point to the boiling fiery red of the planets atmosphere. Klaine is used to collect gasses and traces of ununpentium and it has a large workforce, (400). It is a small but self-contained living space with some shops, canteens etc. Klaine is also the centre of the ununpentium mining. It is a huge factory complex staffed with androids and humans. The staff is highly trained and well paid. However Klaine has drawn some criticism recently when a report was leaked to the Drakestown Independent Media. This report cited an increasing yearly accident rate; poor treatment and care of crewmembers suffering work related stress. The Local Mining Union (LMU) have

threatened to strike and is also being sued by Koestlar Operations after making accusations that crewmembers were forced to take stims to keep up with high production quotas.

There is a small garrison of 20 or so ICM marines aboard the collector in case of terrorism or insurgency. There is also a small Koestlar security team present but due to contractual obligations they have to take instructions from the marine core during emergency, or security alerts.

Redstone: Conspiracy theories

Those that live in Drakestown seem fascinated by Redstone and many conspiracy theories have grown around the massive red giant. Many of these stories have come from miners and colonists who work near the giant. Some have claimed to have seen UFO's, and there are rumours of strange sightings, discoveries of alien technology, and others claim that aliens have visited the planet. A few have even claimed to have spoken to aliens. It is also common to find Drakestonians using blogs and websites to discuss the existence of strange crafts and weird creatures around Redstone. Many of these stories are based on very shaky evidence and some of contributors are obviously deluded. The LCC refuse to comment officially on "wild stories, and fantasy."

Naturally there are constant rumours of government cover-ups and shadowy groups; some of this mythology has even entered popular culture with a few local "TV" series that have used this dark background as a rich seam of plot ideas.

The Bryson Incident

One particular incident has fuelled the imagination of conspiracy theorist throughout the system. The manned survey craft Bryson III vanished in '42. The craft was running a regular survey of gas formations deep in the atmosphere of Redstone. Suddenly the Orbital lost all contact with the craft. There was a garbled transmission where the terrified voice of the captain could be heard asking for assistance as "the atmosphere was behaving strangely," soon after this all transmission was cut. Only a single escape pod was found a few days later. Inside the battered pod was the navigator, Patrick Freidman. He was badly injured and comatosed. His naked flesh covered in odd five-pointed stars that he had, at some point, cut into himself. As he was catatonic and no communication was possible no one ever found out what happened the crew and the Bryson.



DRAKESTOWN

"The ICA Colonial Register cites Drakestown as... wait for it, its good... "A restful stop for colonial wayfarers looking for a new life. It offers the citizens of the UEF a surprising mercantile past that is blossoming in the present, a quiet life and a strong culture; further adding to the diversity of the UEF Hegemony."... Jesus! I wish I could write comedy like that..."

Carlos Steen, Comedian and Shock Broadcaster for The DIM.

"The structure of Drakestown? Easy... the scum at the top of the pond, the crap at the bottom, and the poor schmucks in the middle who look down on the last, and are dumb enough to think they gotta chance at being the first. That's how it works here."

"Capt" Paul Seager, Private investigator.

"You have the right to be presumed innocent until proven the filthy, lying son of a bitch that you are."

Detective Jack Gower of the Drakestown PD, arresting and cautioning a suspect.

Drakestown	
Type:	Domed pressured city complex.
Size:	8km
Government:	Centralist as of 2161.
Governor:	George Tyrell, Centralist.
ICA Rep.:	Djahid Benkadi
ColSec Chief Commissioner:	Eric Kai
Population:	2 million
Main Corporation:	Koestlar Operations.
Affiliation:	UEF, Geneva.

Drakestown: A Description

Drakestown is the largest habitable complex in the system and one of the largest colonies in the outer rim. Its strategic importance to the UEF has led to a huge increase in ICM and fleet presence after the Colonial Wars. Geneva has also increased economic assistance to aid the development of the ever-growing colony. The UEF (and Koestlar.) have invested a lot of money in the colony and their local ICA co-ordinator. (Djahid Benkadi) is one of the UEF's best and most trusted Administrators. He has successfully steered the LCC and the development of Drakestown for the last twenty years.

The Structure of Drakestown

Drakestown is a complex structure containing all the necessary life support systems to keep the population alive. Drakestown is a sealed and self-sufficient unit that can support the current population comfortably. Essentially Drakestown consist of one large tower, the central primary dome with its habitat levels that go deep into the ground, the dockyards and the three lesser ancillary domes connected to the primary dome.

The Tower

This is a massive complex that rises up to 120 levels, the uppermost level being flight operations and traffic control. The tower is really the administrative heart of the colony. It contains the ColSec offices, cells and docks, the LCC council chambers, the ICA offices and much of the administrative machinery that runs Drakestown. In the tower can be found accommodation blocks, of varying quality and size, for all administrative personnel including ColSec. However, living in the tower is not compulsory and many chose to rent out accommodation in the main dome. A small garrison of marines can be found in the tower.

The Tower itself is secured and off limits to most civilians, except for the ColSec offices where civilians can come to report crimes, or visit prisoners. The tower can be completely sealed off from the main Dome and/or the docks. In event of civil unrest it is possible for the tower, and the docks to be secured, preventing strategically important areas from falling into the wrong hands.

The Ancillary domes

These are the three lesser domes that are linked to the primary habitat dome of Drakestown. Essentially they are the power plants, primary hydroponics, air processing and back up life support systems of the colony. Much of this is off limits to civilians and it is repaired (and developed) by personnel of Koestlar Operations. Like the habitat dome, these domes go down several levels. Underneath one of these domes can be found the massive water tanks that filter the water brought down from the massive evaporators high up in the mountain ranges.

The Docks

The docks are linked to the colony, but separated in case of accidents. The dock employs a large number of Drakestown personnel and is one of the few areas not directly run by Koestlar. The docks are large and go down several levels, below the docks can be found the warehouse district. The warehouse district contains many privately owned berths, warehouses and small transportation companies. ColSec occasionally perform custom checks on this area, as it is known that criminals store illegal goods ready for smuggling in this part of Drakestown.

TRANSPORTATION IN DRAKESTOWN

"There are many ways to get around in Drakestown. In some parts, running's the best..."

"Capt" Paul Seager, Private investigator.

The Metro

Or the L, as it is called by the locals, is the subway transportation system that worms its way through all levels of Drakestown, cheap, popular and fast, the metro is an efficient system of travel with many Metro stations scattered throughout the city. Some of the stations overlap with a station on another level. Allowing Passengers to move across levels with a simple platform change. Seep Map 6, A standard "Metro" carriage.

The Circular

"The Circular." A corkscrew like motorway system that winds around the perimeter of the habitat dome. Because of the close confines of Drakestown all vehicles must use the TCS system while on the "the circular" (see NH volume II encyclopaedia for further details on the TCS) This will make for a smooth and graceful journey through the rush hour traffic. Emergency vehicles are given priority on the busy lanes of the circular. The silvery semi circular tubes of the "circular" are covered in holo advertising. Drivers will see garish images, selling anything from life insurance to the latest album stream by in a multicoloured riot of sight and sound.

The Autobahns

These are the major road systems that cut through the living areas of the dome. The urban sprawls of level 3 to 4 are full twisting spaghetti like roads that are often crowded, dirty and under maintained. The more planned levels of one, two and topside have a more clearly defined road structure that is better maintained.

THE HABITAT DOME

An outline

Essentially there are four levels to the dome, not including "topside" and the steamer. Below is a brief outline of each level with areas of note. The complex is broken up into different levels each connected with lifts, stairways, the circular, autobahns and a "metro system." The colony is pressured, self contained and very modern. It has expanded well beyond its original population plan and has dealt with this by going deeper into the planet surface. This has meant that living space is of a premium and most Drakestonians are used to a crowded noisy environment.

Each of the four levels are split into four further distinct areas. Officially they are called quarters, but locals tend to refer to them as habitats, confusingly this term is also

used for any area that would be regarded as a "block" on Earth. Each level is 8 km in diameter.

The Topside

Topside, as it is termed by the locals, is the uppermost area of the primary habitat dome, and this is the section under the domed roof itself. It is the green space of the colony and is a large open area with some parks and public hydroponics areas. Many of these areas are open to the public and on holidays, and non working days, can be full of couples, families and the relaxing citizen. There are two living quarters on topside, but these accommodation areas are expensive and exclusive. These quarters are called Jersey and Connecticut respectively.

Jersey Quarter

A large urban area with mostly separate domiciles and the occasional architecturally beautiful accommodation tower. It is leafy, well lit and well patrolled by both ColSec and private security. There are several small parks in the area and many other public spaces. This is very much an upper middle class area of Drakestown.

The Connecticut Quarter

This is where the uber rich of Drakestown live. It's exclusive, mostly large single mansion like establishments, often walled and protected by heavy security. Many members of the LCC have homes here, Djahid Benkadi. (Benkadi, arguably the most powerful man in Drakestown, has publicly refrained from such excess and lives in the ICA accommodation provided in the administrative tower.) This sector has some of the most exclusive bars and restaurants including the fresh restaurant that specialises in serving fresh food direct from earth.

Other places of note

The Koestlar Dome

On this level can be found the Koestlar Dome. The dome is an impressive silver dome within the Topside dome, and it is something of an architectural curiosity. It dominates the skyline of Topside. The dome is essentially designed to accommodate Koestlar personnel and takes up a large junk of the living space of Topside. While ColSec and governmental officials can enter the dome, Koestlar security guards prevent anyone else from entering without permission. Visitors are always accompanied by a Koestlar Hospitality Officer and never allowed to wander around by themselves. Security is tight inside the dome and unwanted guests are unlikely to go unnoticed.

Liberty Park

Liberty Park is a 6-acre garden that used to be called The Green, before the massacre of over 140 protestors by the ERC in '58. May 7th '58 over 400 protestors

NEW HORIZON, campaign pack DH1.2

gathered to hold a march to protest against ERC occupation. The ERC closed the park off, trapping the protestors inside, and then fired on the civilians without warning, and without mercy. After the liberation, by the UEF, the park was renamed and a memorial was erected. It is a statue of a protestor waving the UEF flag. On the white marble plinth of the statue the names of those killed have been laser etched. Liberty Park sits between the Jersey and Connecticut habitats.

The Amphitheatre

The Amphitheatre is a massive 80,000 seater arena complex. Many large sporting and entertainment events have been held there. It sits next to Liberty Gardens and also contains shops, bars, smaller cinemas and theatres.

The Drakestown Institute of Higher Learning

This is the largest educational establishment in Drakestown, and the only one to be granted university status by the UEF Department of Education. It is small in comparison to the universities of the core and inner colonies, but it provides its students with the usual array of course and educational support of any university of the late 23rd century.



THE LEVELS

"You want to meet the real Drakestown, then you gotta go to the Levels. Forget Topside, that's a different world, man. The Levels were its all happening."

"Steambolt" Willy, Drug dealer and unofficial expert on the criminal history of Drakestown.

The levels, as they are termed by those that live in Drakestown, are often busy, crowded, and noisy. There is a strong street life in Drakestown, with its cafes, bars and "open air" traders selling their goods. The streets teem with people bustling through their lives, colourful holo advertising and the noise of a city. Green and tranquil places like Topside can seem remote and isolated from the majority of the population in Drakestown.

Level 1

Level one is a predominately middle class area, with many expensive accommodation and habitat areas. While not as plush as topside it does have its share of the wealthy. There are four sectors each intersected by roadways and the many metro stations that provide transportation through this urban landscape.

1: Sayes Quarter:

The wealthiest of this level live here, and many of the Habitats areas are gated communities where private security firms monitor access.

2: The Business Quarter:

While originally intended as a living area this quarter has grown into the business sector of Drakestown. Many of the major banking services, accountancy firms, media moguls and IT consultants, expensive law firms can be found in this area. Naturally this has made the quarter a place of slick office buildings, trendy cafes and bars, and wall to wall private security firms. In this Quarter can be found the elegant neo-classical, Harris Plaza. The plaza is regarded as the centre of the Quarter and the Federal Court Buildings can be found dominating the plaza.

Many of the most popular media companies in Drakestown have their offices here. The offices of CMC (Central media Corporation), the largest private news & media company in Drakestown have a large building in the centre of this quarter. You can also find the less salubrious offices of the Dim. The DIM is an irreverent and satirical broadcasting agency. Dim stands for the Drakestown Independent Media. This hugely popular station has some of the best comedians and political analyst of the colony on their payroll. Top billing is Carlos Steen, a notorious shock broadcaster with a huge following from the Level 3 to 4 demographic.

Also the offices of other newspapers and scandocs like the Drakestown Voice, the Drakestown Guardian and the Drakestown Wiki information resource can be found in this area.

3: The Oxford Quarter:

A pleasant urban area, that while not as wealthy as the Sayes Quarter is still an expensive area to rent accommodation. While it does not have the same level of security, and contains no gated communities, it is generally held that it is a safe place to live, with a low crime rate.

4: Koestlar Operations Quarter:

This sector is the underside of the Koestlar dome and the corporation has essentially turned this area into the offices, labs and factories of the corporation. This Quarter is a warren filled with industry and security is very tight. Koestlar protect their interests jealously. Not all of the area is filled however, it is known that the quarter has many empty buildings and spaces that Koestlar keep running should they need to expand.

Level 2

A densely populated upper working class to lower middle class area: very urban, with some bars and clubs around its core. Essentially these are crowded but pleasant places to live with services and business to cater for every type of person living in the area. Crime does exist here and ColSec uniform regularly patrol these areas.

1: Greenfield Quarter:

This is a large urban sprawl that is famous for not having very much happen there at all.

2: Lisbon Quarter:

This area is another working class area, popular with those that often work out in the system.

3: The Orchard Quarter:

Orchard is unremarkable in many ways and very similar to the previous quarters. Though Orchard is home to the Mendal Art Gallery a youth project started by a private firm to encourage young street artist to display their work and develop their skills.

4: The Summerdale Quarter:

A large suburban area, which has, perhaps unfairly, become a byword for middle class mediocrity. Often the butt of urban-based comedies, plays and monologues in Drakestown. Some residents of this quarter seem rather proud of this fact.

Level 3

There are only 2 Habitat Quarters in level three, the rest is taken up by the sprawling and chaotic Entertainment Zone.

1: The Circus:

The circus is a shabby run down Quarter with some of the cheaper accommodation, popular with students, the low paid and the artistic community of Drakestown. The Circus is essentially the "left Bank." of Drakestown and contains a lot of artists, coffee cup philosophers, wannabes, the pretentious and the occasionally talented. In this area can be found many alternative lifestyles, and there are shops, bars, community groups and street art that reflects the general mood and atmosphere of this quarter.

2: Charlton:

Charlton: This is an essentially working class area with numerous accommodation blocks for those that work in the entertainment sector, it has a strong local identity that can appear to be insular to those that are not part of the community, but it is not a bad area to live or work. However, ColSec are aware that many career drug dealers and drug producers have accommodation or set

up small factories in this area as it close to the lucrative markets of the entertainment district.

Level 4

The poverty and decay of this area is immediately apparent. The routeways are narrow with low slung ceilings, cheaper lighting systems and unlike the higher levels cramped and spartan in appearance. Here the streets are crowded with people all trying to make a living. Small stalls line the streets selling food, cheap clothing and anything else a buyer may want.

The Quarters

1: Grangetown, or The Grange.

Grangetown is one of the more notorious sectors of level 4. It has a reputation as a sprawling urban mess full of crime, gangsters and drugs. The reputation is not an exaggeration, poverty lack of infrastructure and poor urban planning have created a melting pot of crime. Gang culture is rife in the grange, mostly disaffected kids, but with a smattering of hardened criminals. The consortium (see organisations of Drakestown below) is known to recruit in this quarter.

Inside the Grange can be found the notorious Mullins habitats, a low rent area owned by a private company. It's a cul-de-sac and trash strewn, also the even worse Santiago springs: scruffy and filthy. A known dropping area for problem families.

2: Sullivan Quarter:

Like all area of Level 4 this is a depressed and poor area. However there is a very tight community spirit in this sector as many that live in and around Sullivan work in the docks. In this Quarter is the tight knit Newcastle habitat, an area where many of the cities dockers live.

3: Lincoln Quarter:

This area contains many refugees of the ERC (some fled the turmoil prior to the war, others came after) The Slavic-Asian influences of the ERC are very strong in this quarter. However, not all who live here are from the ERC worlds and this has caused some racial tensions, the most extreme outburst being the riots of '68. This area has its own unique problems and issues as some of the refugees have brought there own gang culture and crime to this area. Critics have accused the LCC of deliberately "ghettoising" those who came from the ERC, and actually making it difficult for the refugee community to integrate fully into Drakestown; thereby exasperating a sense of isolation in the refugee community.

4: Ludlow Quarter:

This is an urban sprawl where working families, those on welfare and new arrivals rub shoulders. Crime is a problem and the gang crime of Grangetown has begun to spill into this area.

The Steamer...

"It's the rats I feel sorry for. Can you imagine having to put up with the people that "live" down there?"

Mary Ann Arnold, Socialite and editor of the Conservative paper the Drakestown Voice.

"You keep pushing us down, one day we will push you back."

Graffiti on a wall in the Steamer.

Down in the dark, poorly lit corridors of exposed steaming pipes, near the warmth of the main core; the homeless, the desperate, the damned and the dangerous make their home. Here criminals from the upper habitats come to make their deals, hide their stolen goods and hide the bodies. It is dark, warm, and filthy and rat infested. It's a dangerous place to go alone. It is a huge area, the full diameter of the dome, and no one really knows anymore how deep it goes down.

People can disappear without a trace in the steamer. It's a place full of rumours of things lurking in the dark corridors, creatures that steal the dead, and other stranger tales. But then everyone knows the steamers full of crazy people, and who would listen to such crazy talk...?



THE ENTERTAINMENT ZONE: LEVEL 3

"Every form of life is present in the E-Zone. Every vice catered for, and everything is a commodity. Even people... especially people. One commodity Drakestown excels in is people."

Jason Taverner, Owner of the Black Cat Café, and suspected crimeboss.

"Where else can you travel the streets and see such brotherly equality? Doctors, priests, the hassle, politicians, grunts and average Joe all joined together in the one beautiful aim of getting laid."

"Capt" Paul Seager, Private investigator.

The entertainment zone is an area of whirling carnival colours, bright holographics and noise. Where any form of legal, and if you know were to look, not so legal forms of entertainment are available. Music, of all types, leak out onto the crowd streets from bars, casinos, strip clubs, brothels, cafes and restaurants. The only thing that matters here is how much money you have to spend above the crowds. Automated holographic advertisements echo out across the zone, adding to the background roar of human life.

Within the Entertainment zone there are select and rough areas, and money pays for all. Uptown is the classiest area of the "E-Zone." (or the E-Zee as some call it.) Here some of the more expensive and exclusive private clubs, restaurants and hotels can be found. Many of these establishments hire private security firms to protect their privacy.

Some Famous places in the "E-Zone"

There are numerous casinos, bars, and legalised brothels all catering for every type of customer. Below is an example of just some of the more famous, and infamous, areas of Drakestown.

The Freezer

The Freezer is located in the outskirts of the entertainment zone, The Freezer is no where near the more classy and expensive centre of the entertainment zone; it's on the outskirts. A poorly illuminated sign, with a fuzzy hologram of a dancing girl, erratically moves, occasionally winking out of existence. Two bouncers block the doors but don't seem too choosy about who enters. No matter the time of day there will be a crowd. Mostly full of the more poorly paid of HR209.

Inside a hazy red light suffuse the room, cheap furniture bolted to the sticky floors with the smell of cheap alcohol and cheap sex everywhere. Tired and bored looking packed with people. Food stalls and beer tents can be found here. The Park Garden Metro station provides easy access to this area.

This location is also where the raucous New Year celebrations are held.

The Black Cat Café

Café is an inaccurate name as it's really a large multi floored nightclub. Its high class and is a venue for live Blues Jazz-fusion. Dinner jacket (or evening dress for the ladies.) is required. The place goes for dark moody lighting, modern art is on the walls and the place exudes elegant chic. Cigarette smoke curls around the soft lighting and the low murmuring of the clientele is soothing.

This club is run by Jason Taverner, alleged boss of a criminal gang called the Consortium. He prides himself on the fact the music is live and that the musicians and singers are all human and not androids.

The Forum

This club is located in the smarter end of the Entertainment zone referred to as “uptown” less gaudy, and smaller than the more brightly lit and crowded trashier end of the entertainment zone.

The Forum is a modern four story building with well dressed (and armed.) doorman and it's full of expensive furniture. Inside the glittering main foyer an impressive crystal chandelier from the 19th century hangs. The lighting is subdued, and handsome androids provide discreet waiter service. Classical music is provided by android musicians. The décor is expensive (natural woods, cottons and silks) and the clientele are those on top of the monetary food chain of Drakestown.

This is a membership only club and entrance requirements are strict. Members can take advantage of the excellent facilities like a well stocked bar, library, guestrooms and accommodation. Rooms can also be booked for private parties. Discretion is the watchword for all those that work here.

KOESTLAR OPERATIONS

“Now if there was ever a viper in the bosom, it's that old whore, Koestlar.”

Carlos Steen, Shock Broadcaster for the DIM.

“I have no real rivals left anymore, save one. Koestlar.”

Jason Taverner, speaking “off the record.”

KOESTLAR OPERATIONS

Industry Sectors:	Mining and Colonial maintenance contractors
Current Share Price:	E\$28.61
Ownership:	Board 55%; Private investors 35%; UEF 10%
Corporate HQ:	Geneva, Sol
GDP:	E\$55.3billion

Koestlar operations began its life in 2225 as a small colonial research and development company; specializing in water reclamation and purification systems. Its founder, Charles Koestlar, after completing several lucrative contracts with the UEF, sold his company for a record sum to a group of private investors in 2235. Over the last few decades, Koestlar Operations has been radically restructured from inside and has changed its business objectives. It now deals with the development and maintenance of colonial life support systems, recycling and industrial systems. Many colonies in the Outer Rim pay large sums to have their water plants, life support and atmospherics developed, repaired and maintained by Koestlar Operations. Koestlar is also involved in mining operation, and the

company also runs a small subsidiaries company called Cargo INC, that deals with haulage and goods transportation to the outer rim. However, Cargo INC is regarded as very much a lesser source of revenue for the company, and its primary function is to further control and reduce the cost of transporting its own materials into space.

The company has expanded dramatically from its early beginnings and has attracted attention from its competitors. They have already survived an attempted hostile take over by Cenargo in 2269. While it briefly damaged the stock value of the company, it cemented Koestlar's reputation as an “up and comer” to be watched closely by the corporations and investors alike.

The Koestlar Chairperson in Drakestown is Alison Striker. Her psychic bodyguard Carl Yeager always accompanies. Their exact relationship is subject to rumours around Koestlar watercoolers.

Koestlar Operations and Drakestown

Koestlar effectively maintains the colonial infrastructure of Drakestown. They have the contracts for repairing, running and cleaning the life support, water reclamation system and waste disposal. They also have contracts to mine out in the system and on the planets surface. Koestlar is in effect the largest employer in Drakestown and as a result carries a lot of political clout with the ICA. Rumours of backhanders and bribery are common.

The main headquarters of Koestlar in Drakestown can be found in a self-contained dome within the actual topside dome. The corporate dome is an architectural curiosity of Drakestown. In this dome the execs and major players of the local Koestlar operations live their life in high security luxury. Private Koestlar guards restrict access and only Koestlar employees may enter. It has its own bars, shops and beautifully constructed accommodation buildings. Inside the dome they have an expensive holo-system that projects blue skies and clouds, or dark starry nights depending on the time of day. For all purposes the expensive illusion of a small and prosperous earther town is maintained. Even down to the synthesised bird song and the distant barking of dogs. (Of course they don't allow animals in the dome.)

The main offices and working areas are directly below in level one. It has its own roads and elevators. From the outside the dome is a silver and shimmering object of beauty. The main entrance has two massive doors, which are always open, but well guarded. Above the guard outpost smiling holographic face, shots of normal married life and cheesy shots of happy employees, look down on passers-by.

GOVERNMENTAL AND ADMINISTRATIVE ORGANISATION IN DRAKESTOWN

"Who ever thought up the LCC and CEB, obviously never heard the one about two wrongs not making a right!"

Shandra Ellison, Leader of the Pro Independence Party.

"Ah yeah,...Ha! Djahid Benkadi The acceptable face of the UEF. The Listening Man, as his PR's like to call him. Ha! The truth is he's the real power here, oh sure he has to keep the LCC sweet for an easy ride. But he doesn't need to. Who do you think all them marines up at the Fort will be taking orders from if the shit ever hits the fan?"

Carlos Steen, Shock jock for The DIM.

Interstaller Colonial Authority (ICA)

The ICA is one of the largest dept in the outer rim as a result of the size of Drakestown. It has on occasion lent assistance to smaller colonies with a lesser ICA presence, but this is rare, as most colonies in the outer rim prefer to attend to their own affairs. There is approximately 125 staff at the ICA headquarters in Drakestown. Most of the administrative centre of Drakestown can be found in the Tower, The ICA office can be found between level 50 to 54 on the tower. Access is restricted to non-ICA personnel. However to facilitated communication Djahid Benkadi has opened up a small surgery on Topside which is essentially run by volunteers to deal with any concerns of the local population.

The Local Colonial Council (LCC)

The LCC is a democratically elected council, with some corporate interests and Union interests represented. The LCC is essentially the Lower House of the Drakestown government. Here bills are created, debated and presented to the CEB. (Colonial Executive Board.) The LCC is comprised of 135 councillors. The political parties present these councillors for election to the people of Drakestown who take a vote to accept the candidate or not.

The current dominant political group is the Centralist Party. The leader of the party, and essentially the Prime Minister of Drakestown, is a smooth American Earther by the name of George Tyrell. He is an ageing veteran of the Drakestown Resistance, who has held a staunch archconservative position throughout his tenure. However with recent scandals, allegations of corruption, and a new generation of voters who feel isolated from the aged politician, his popularity has began to diminish.

Now, even his past in the resistance is no longer currency enough.

The Regionalist Parties are expected to make huge gains in the 2271 December elections, the leader of the party, Councillor Aaron Briscoe, is gaining in popularity and expects to make some serious gains in the elections.

Colonial Executive Board (CEB)

This is the upper house of the local government system and ostensibly provide the checks and balances on any new budgetary increases, new local legislation and insure that the LCC is conforming to UEF doctrines. The Chair of the board of 15 is Djahid Benkadi, the Chair of the LCC also has a seat and the others are made up of those elected by the parties themselves. This system has come under heavy criticism, but no moves to present an alternative form of government have been put forward by any party.

Other Political Parties in Drakestown

Pro-independence Coalition:

A coalition of the various parties that desire independence for Drakestown. A rather pretension title for what is a small group of minister and political activists. To the determinedly pragmatic Drakestonian these parties are regarded as strictly fringe groups. The failure of the independence movement in Drakestown has many interlocking factors, but one reason for the failure of the these groups to influence mainstream political life is the often undignified, and very public, in fighting that occurs between them.



ADMINISTRATIVE ORGANISATIONS

Federal Court

There is a court system here at Drakestown, small courts and the federal courts. There are ten presiding judges, all of which have been, to the public dismay of independence movement, approved by the ICA. There was a brief scandal in 2268 when Judge Sophia Sullivan was disbarred as a result of an investigation by the Drakestown Voice. The investigation revealed that the judge was a member of the independence party in her youth, and involved in some cases where she had shown leniency in acts of mild sabotage or vandalism caused by these people. ColSec Judicial services works closely with the courts and many successful prosecution lawyers have become judges. The courthouse can be found on level one in the Harris Plaza.

ColSec

"Ah, Drakestown's finest. The best police force money can buy."

Jason Taverner, Suspected crimeboss of the Consortium.

ColSec have a large presence in Drakestown and are ostensibly commanded by Commissioner Eric Kai. The investigations department is run by Captain James Anson. An ex ICM marine and resistance veteran. ColSec have a difficult job of policing the colony. Underfunded, underpaid and frequently the target of press and political manipulations they have been remarkably successful in bring law and order to the colony. ColSec have done this with a policy of "Actively engaging" the criminal classes and the local police and investigations have developed a reputation of dogged determinism and toughness in the face of the gangs of Drakestown. However allegations of corruption and back handlers are still common despite the efforts of ColSec internal affairs department to stamp it out.

The ColSec office, labs, holding cells and armoury can be found between level 32 to 29 of the Tower. ColSec also have there own docks, hangers and garaging for police equipment in the Tower.

Medical and Healthcare

There are numerous public and private medical surgeries scattered throughout Drakestown. The largest public hospital is the St Erasmus General, up on level 2. There are smaller more elite private hospitals, up on level one and topside, the most famous being the Kensington Clinic, on topside. Koestlar have their own private medical care units in the Koestlar dome. Most of these hospitals have their own psychiatric wings to help deal with those suffering from mental illness.

There are small numbers of charity hospitals scattered in the poorer districts to help those that have no medical insurance and the Chrislam sponsored The Prophets of

Mercy Hospital. (Or just called the Prophets Clinic by the locals) down on level 4 is possibly the best of these.

There can also be found many rogue hospitals and unlicensed doctors in Drakestown, often catering to the criminal classes, but willing to treat anyone with the right amount of money.

OTHER ORGANISATIONS IN DRAKESTOWN

The Welfare Society

This is the main charity that assists ERC asylum seekers with accommodation, legal representation and economic support. Kept going by charitable donations and led by the charismatic, and press popular, ex asylum seeker Yeng Woo. She has become one of the most vocal supporters of asylum seeker rights in Drakestown. Their offices can be found in Grangetown on level 3.

The Achilles Club

This is something of an oddity in Drakestown; it is a group of private citizens, often with other careers, that wish to explore the occult, the alien and the counterculture. They are debunkers of psychic charlatans and investigators of claims of supernatural encounters. They have a small office, with a modest plaque by the door, in The Circus on level 3.

The Consortium

A large criminal organisation that is based in Drakestown. Like the Mafia, and the Tong there is a great deal of mythology, speculation surrounding the precise structure and rituals of the organisation. What is known is that they are vicious, sophisticated, wealthy and involved in every conceivable type of crime possible. While there are other gangs in Drakestown, the Consortium is on top of the criminal food chain. The police have tried and failed to infiltrate and/or close down the consortium for nearly two decades. ColSec have lost many undercover police officers pursuing the Consortium.

Many believe that Jason Taverner, owner of the Black Cat Café, in the E-Zone, is the kingpin of this organisation, though no one has yet to prove it. Clever, dangerous and manipulative. Taverner is a successful gangster and has remained that way by insuring his hands remain clean. He is highly intelligent and able to survive the shark pit of the criminal underworld of Drakestown. Wherever he goes at least two bodyguards, one a psychic lawyer, go with him.

He is an admirer of the arts and is known to support up and coming artist and help fund some local art groups. He plays the gentleman scholar expertly. He is often found in his pride and joy: The Black Cat Café. Café is an inaccurate name as it's really a large multi floored nightclub. Its high class and is a venue for live Blues Jazz-fusion it's in the entertainment zone, and dinner is required.

RELIGIOUS GROUPS

Drakestown has a wide mix of religious beliefs and organisations. Chrislam is the most popular in the colony with the large and architecturally impressive Reichenbeck Cathedral up on level 2, in Greenfield.

The Sisters of Repentance

These are one of the many small groups peculiar to Drakestown. The sisters are a small catholic sect located in the Steamer. These nuns provide a soup kitchen and some basic medical care for those that live down in the hellish steamer.

The Ascendants

The ascendants are a cultural evolution of the old 20th century Gaia Theory. Those that follow this belief system believe that the universe is alive, with a huge sentience in the centre that guides and protects all intelligent life. They believe that humanity is on an evolutionary path to be become as one with the universal godhead. The Rosemount Chapel (based in Grangetown.) is the local chapter of this religious group. They hold mediation classes, seminars on their alternative way of life and sell their books and recordings to anyone willing to buy them

SOCIETY OVERVIEW OF DRAKESTOWN

Cultural Identity

Drakestown is typical of many cities of the late 23rd century. People work and play and go about their lives as one would on many earther cities. While there is still much immigration into Drakestown, many residents are now born and bred Drakes, and the confines of the colony is all they know. Drakestown has its own common identity and way of life. Though not so different that travellers from the UEF would notice any profound difference.

If asked, many from Drakestown would say that the colony has a distinctive identity with a broad mix of influences from many earth cultures. Drakestown has a rich popular culture that cuts across the generations of the city. Yet, some dispute this claim and state that the colony has yet to develop its own strong identity and relies heavily on earth influences and trends to shape its art, music, fashion and literature. They claim that this is particularly the case with youth culture where the music fashion and trends of that generation are particularly strongly influenced by Earth. They also point out the inherently fractured nature of the city, as some may spend their lives living in one quarter and never integrate with another.

Attitudes to Earth

Earth is still seen as the mother of humanity by many colonists and most Drakstonians would agree, unlike mars there is little in the way of an organised independence party. Corporate control, distance and the memory of ERC occupation have dulled any tendency to independence. Many citizens actively support the ICM and regarded the UEF as liberators during Operation Stormcatcher. Yet, the presence of such a large number of military personnel has caused some friction in the colony, but this is more in protest of the behaviour of service personnel, while on leave in the entertainment zone, than UEF policy. (Many in the entertainment zone are aware of how much money the military can spend in the E-zones and are willing to put up with a lot, as a result.)

Drakestown tends to vote conservatively and this is reflected in the long running dominance of the Centralist Party in Drakestown. However many do make the distinction between Earth and the UEF political system. Feelings towards the massive centralised hub of earth government are often ambivalent and contradictory.

The Independence Question

The fear of re-occupation by the ERC, the workings of the ICA and the relative "youth" of the colony have dampened any enthusiasm for any real drive to independence. However there is has been a shift in political thought in Drakestown and many of the more politically minded have began to clamour for more local control over the running of Drakestown, rather than complete independence. This has raised the popularity of the of the Regionalists Party, with its strong emphasis of minimal central interference, free trade and more localised governments dealing with local issues. There are no strong independence parties in Drakestown, unlike planets like mars, the Pro Independence Coalition is something of a joke and frequently satirised by the media.

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Cheers Guys!!!

APPENDIX: HANDOUTS

HR 209



Main Star	HR209
Type	G5 V
Age	4.9 billion years
Distance from Sol	48.7 light years
Travel time from Sol	Approx. 15 weeks
Admin. Centre	UEF

Description:

HR209 supports a system of 2 planets, the first supports a large colony called Drakestown. The second planet is a massive gas giant that has a large asteroid ring. This Ring is rich in minerals, ores and, to a lesser extent, ununpentium. There are also 6 small moons orbiting the gas giant. Most have some form of mining or industry based on them.

Orbit 1: Carlson's Hope Class 3 Colony



Orbit Radius	1.4 au
Type	Glacier
Density	1.2
Diameter	10 412 km
Gravity	1.1 G

ATMOSPHERICS / ORBIT

Atmosphere	Dense
Pressure	1
Composition	Oxygen/Nitrogen mix
Orbital period	272 days
Rotational period	21 hours

TEMPERATURE / SATELLITES

Polar	-145 °C and -160 °C
equatorial	-95 °C and -110 °C
Satellite	1

UNUSUAL FEATURES

WATER

Water	None
% water	0
% ice	100
% clouds	0

MINERAL RESOURCES

Metal ore	11
Radioactive ore	12
Precious metal	8
Raw crystal	0
Precious gems	0

Satellites:

- Felicity: A small asteroid like moon approximately 100kms in length.
- Gerard's Station: A large orbital port capable of handling the largest vessels in the UEF. It has a small garrison of Marines. This orbital platform also has a large tachyon relay station, attached. It is often simply called the "orbital".

Description:

Carlson's hope has only one small land mass in its northern hemisphere. The rest is a frozen wasteland of creaking, shifting; ice seas. Under this thick ice the planet's sea water moves, warmed by the high volcanic activity that occurs deep in the planets core. Microscopic life takes advantage of this heat, and a variety of algae's can be found. The ice is not one solid sheet, but a series of ice sheets with channels and open areas where the sea is sometimes exposed.

On the low lying ice plains of the Continent there is a thin layer of oxygen that allows a normal human to breath unassisted. However in the uplands and mountains breathing equipment is vital.


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Storms are frequent on this planet, often made worse by sudden and violent activity in the southern hemisphere. The Ice storms of Carlson's hope are legendary in this region of space and only the desperate would venture out into a heavy storm.

However the UEF has judged the system to be of significant size, mineral wealth and strategic value to make establishing a large colony economically worthwhile. This Colony is called Drakestown and has become a successful and bustling "city" with an unusually high population for a class three colony. (Around 2 million.) Most of the planets population is concentrated in Drakestown. It is a single domed habitat with a large tower. Many of the inhabitants work in mining, shipping operations, the myriad industrial platforms out on the ice sea and in the colony itself.

Carlson hope is close enough to the ERC. (It is 17.2 light years from CD53-570) to warrant a regular military patrol and a small garrison of UEF soldiers. Occasionally the military train their personnel out on the ice plains. (Taking advantage of the hostile environment.) There is also a rumour that there is a listening post in the system monitoring ERC transmissions and patrols. The UEF have denied any such claims. It is also believed that Intelligence agents from the UEF and the ERC use HR209 as a stopping off place or base for their operations.

Orbit 2: Redstone large Gas giant

	Orbit Radius	8.3 au
	Type	Gas Giant
	Density	0.21
	Diameter	132,560 km
	Gravity	2.33 G
	Temperature	-121°C
	Orbital period	12 years 23 days
	Rotational period	11 h
	Satellites	6

Satellites:

- Simpson. Effectively a chunk of ice with some rocks in it. It is used for water mining to service some of the larger operations out on the system.
- Seren. This rock has a high degree of silicate in it and appears to have a shiny reflective surface. It can be beautiful when the light of Redstone reflects off it. There are several mining operations out on this moon.
- Hogs World. World is a rather ambitious term for a 120Km rock that has an iron mine on it.
- Trantor: The base here is called Asimov.
- Perspicacity. Largely covered in small private concerns that so far have had poor yields.
- Endurance. (Prison. Moon.) As Drakestown is a large colony it has its own penal colony. This colony also provides a stopping and dumping point for prisoners being transferred out from other colonies. Some prisoners from the ERC are held here.

Description:

A huge blood marbled Jovian planet with a single large ring of asteroids circling its circumference. This ring is rich in minerals, heavy metals and, most prized of all, ununpentium. For nearly 45 years it has been actively mined by a variety of corporations. Currently the most dominant corporation is the controversial Koestlar operations. Human industry crawls all over this red giant leaving its scars. There are 6 small moons orbiting this planet.

Most of the moons have some form of mining or industry based on them, as does the asteroid ring. It is no exaggeration to say that Redstone is teeming with human life and industry. Most of those working out in the system are based on Drakestown and share accommodation for two month rotational with other workers. There are regular supply shuttle and passenger services between the installations. However most of these are private companies with little concern for paying passengers. It is possible to hire moonlighting pilots for quick shuttle jobs, but these can be expensive. A more common technique is to find an already scheduled flight and bribe the pilot to allow a passenger to hitch along. However ColSec frown upon this behaviour.

There have been instances of piracy during, and prior to, the Colonial War and the moons Trantor and Hogg were both badly damaged by ERC sponsored pirate attacks in the early part of the war. However, since the liberation and the sudden increase in the military presence in the system there have been no further insystem acts of piracy.

Drakestown: A Brief History

2207	The Pulsar Automated Survey Vessel IX (The PAS IX) cruises through the HR209 system.
2208	The findings of the PAS Survey are soon followed up by further unmanned probes, and all reports confirm the industrial/colonial viability of the system.
2215	The Survey craft The Darwin, captained by Marcia Carlson drops out of F-space to perform the first crewed survey of the system. Carlson, and her crew, confirms the system is viable for colonisation and industrial development. More importantly they discover that the system has a source of ununpentium. Soon after this report is received by Earth, plans for establishing a colony are begun in earnest.
2216	Contracts for building the first industrial complexes and colony are put out to tender by the UEF. Cenargo, to no-ones surprise, wins the initial development contract.
2217-2218	Cenargo begins the lengthy process of building a domed colony (Drakestown) on Carlson's Hopes surface. For temporary accommodation, a pre-fab pressurised dome is built on the surface of the icy planet now called Carlson's Hope. This temporary colony is called Fordsvilla after Mark Ford, the head of operations on the planets surface. Mining begins around the ring of Redstone and the Mckellan Range. The collector BC1-Klaine is built.
2220	The infrastructure of Drakestown is now complete enough to allow for the first colonist and Federal Marshals to arrive. Over the next twenty years there is an unexpected increase in population, mostly immigrants from other outer rim worlds, earth and social and political refugees prior to and during the colonial wars. During this period. (2230-2258) The colony is extended and levels three and four are opened up. These areas quickly become full and space becomes one of the main luxuries of Drakestown.
2238	Fordsvilla disaster: A massive explosion tears through the temporary domes and 248 workers are killed. Cenargo, claim it was an act of sabotage. Cenargo are accused of breaching safety practices, by the UEF, but an investigation proves inclusive. However the political fall out of the disaster forces the UEF government in Geneva to re tender the contract developing the colony. Koestlar Operation wins the contract in a surprise result.
2240	Steamer Rats Riots. Two weeks of rioting in the steamer and lower levels cause millions of Eurodollar in damages. The federal marshals are unable to cope with the sudden violence and the small garrisons of marines are deployed. Once the rioting has cooled down, the new ICA Officer, Djahid Benkadi, requests a ColSec presence. This is granted by the UEF and ColSec beginning operating in Drakestown.
2256	The Pattern Killer begins a four-month reign of terror in the entertainment Zone. The killer murders 12 women before he is finally arrested. His name is Christopher Wojaki; a manual worker based on BC1 Klaine, in the orbit of Redstone.
2257	Drakestown population is now around 2 million.
2258	Colonial Sedition: during the first few months of the war the newly emergent ERC content themselves with a few strikes in the system, but on march the 8th they suddenly attack the colony and brutally annex Drakestown. The ICM defending the colony were massacred when they surrendered and martial law was instigated. Known liberals were rounded up and either deported back to the ERC, died in questioning or sent to a temporary camp out on the ice plains never to be seen again. The Liberty Park Massacre: 140 protestors are killed in the liberty park by ERC troops.
2258-2260	Resistance: The Drakestown resistance instigated a campaign almost immediately. The resistance took instant reprisals for the Liberty park massacre and killed 12 ERC soldiers patrolling the steamer. This set the tone for the war between resistance and occupier, a war of reprisal bombings and shootings.
2260	Operation Stormcatcher. A UEF fleet spearheaded by the Reliant, the Galahad and the Victorious liberate the system. The "Battle for HR209" takes 2 gruelling and brutal weeks. Finally the ERC are driven out. The Reprisals: A dark period in Drakestown History. During the first days of liberation, before complete UEF control could be established, there were many reprisals on ERC collaborators, soldier or officials that could not escape. Some had their heads shaved and mocked publicly; others were hung from the trees of what is now called Liberty Park. No one has ever been charged for these hangings.
2262	UEF Elections: Social and political fallout from the Colonial Wars is cited as the main factor in the defeat of the centre-right Centralist-Neo Federalist Alliance in UEF elections. A centre-left coalition takes control of the General Assembly. This has a knock on effect in Drakestown. Ostensibly the Centralist grip on power remains, as the colony tends to be conservative amongst those that vote in Drakestown. However there is a growing feeling that the centralist regime does not best serve the interest of the colony and that after they failed to adequately protect the colony from ERC invasion. This feeling will flower in the

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2271 campaign were there will be a greater call for regional control.

2268 The Riot of '68: Increased population pressure down on level four, and an influx of ERC immigrants, increases social tension. After the arrest of a young man from the ERC for assaulting an old woman, fighting breaks out between gangs of youths. After heavy-handed police tactics employed to break up the fighting the rioting spreads to the general population. These riots last for four days, with hundreds of casualties and 7 deaths.

2271 Now.



SUPER 8

by Andreas Melhorn

Super 8 is a scenario taking place amongst Drakestown's red light scene and video stores. At least one of the investigators should be a law enforcement officer – the agency doesn't matter and could be anything including the FLEA. The important thing is that he has been professionally involved with closing down a racket trafficking in human beings. He doesn't even need to be a law enforcement officer if the Keeper finds a reason why a private citizen would be involved in such an investigation.

The investigators are confronted with Snuff movies. Also known as The Real Thing or White Heat, such videos show somebody being murdered for real while the camera is running, to satisfy a paying audience. Murder as entertainment.

KEEPERS INFORMATION 1

Introduction

Henry Martinsen didn't want to push the video cassette into that antique VCR from another era that he'd gone to so much trouble to get.

He wasn't the only person in the bare room. The other people stood around, nervously shuffling their feet or displaying an apparent interest in their fingernails. The only sound aside of low breathing and squeaking shoe soles was the hum of the VCR as it finally sucked in the video cassette.

Initially the image was blurred, so that none of the people watching could discern any details. The rough handling of the tape a few days earlier had not improved the quality of the images, but eventually the distorted image cleared up. The scene unfolding before the eyes of the unwilling audience had apparently been captured with a handheld camera. The scene panned from a book to a bare room with concrete walls. One couldn't make out what the book said.

The walls were soiled and old. In the middle of the room stood a metal bedstead covered by an old and worn mattress. Lying on the mattress and tied to the bedstead was a young woman who stared with big and put eyes into the camera, which slowly zoomed in on her. The camera followed her naked body and zoomed out again. The built-in microphone captured the panicky panting of the girl.

The audience had gone totally quiet except for low breathing, while the sounds coming from the TV set had increased to real screams. The camera man had mounted the camera on a tripod and stepped into the view of the observers. He approached the bed with waddling steps; a sexless, unbelievably fat mountain of a man, a headless monster of bloated, disgusting flesh. His stomach flapped down over his whitish hips, his arms trembled like jelly. His feet splashed on the floor with each step. Finally the headless, fat body reached the bed.

Martinsen turned disgusted and went to the door as the fearful screams turned into screams of pain, accompanied by the sounds of a noisy eater. He had watched the film several times already, he knew how it ended. Every detail had burnt itself into his brain and refused to disappear. He wasn't surprised any longer that the noises originated from the hands of the flesh mountain, which had mouths in the palms, with which he gradually consumed the girl.

In the moment he left the room, right before the noises became unbearable, he involuntarily saw the TV screen mirrored in the window beside the door: it showed the girl with part of her face lost. She should be grateful for having it all eaten, he thought. To survive this torture would have been even worse.

Perhaps this is the real price you pay when you get involved with things man was not meant to know, Martinsen reasoned. Not the nightmares and the permanent fear, but becoming cynical and losing any feeling for the life of others – and your own.

INVESTIGATORS INFORMATION 1

Unfortunate Awakening

One fateful morning one of the investigators (henceforth called "the witness") awakens in his lodgings, remembering nothing of the last day by except for a headache and a bad taste in his mouth, to find an unmarked video cassette on the floor of his bedroom. The tape has been partly pulled out of the cassette and ripped off. He wears clothing he does not remember having put on and his living room resembles a battle field. His pillow has a large wet spot, his eyes feel puffy and inflamed and his nose is filled with snot.

The witness has no recollection of getting in bed or indeed what he did in the hours before that. The alarm clock shows a later date than he would have expected. He is missing a complete day!

If he repairs the video with cellophane tape and watches it, he will see how a monster devours a young woman. Suddenly he can imagine why he could have cried a

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whole night. Watching the video costs 1/1D6 SAN. The witness loses the higher figure since he cannot remember having watched it before.

It seems best to consult some friends or colleagues (the other investigators). Together they can perhaps find out if the scene shown is real or just special effects.



KEEPERS INFORMATION 2

Yesterday

Yesterday morning the witness was still occupied with an entirely different case. For several weeks he has been investigating Drakestown's red light scene (as part of his "normal" job as law enforcement officer with whatever agency he actually works). He had been working undercover to bring down a racket involved in trafficking in human beings, which his department had been observing for some time.

By mere chance he had come across a long-wanted suspect in his off-hours and had decided to follow him. Since he had no radio with him and his smartphone's battery was dead, he had to shadow the suspect without backup. The man, a certain Abenezer Stanford, is deeply involved in the white slave trade. He kidnaps young girls or lures them under false promises to Drakestown Entertainment Zone, where he sells them to brothels.

Stanford is not only a trafficker in humans, but also a man of exquisite taste himself, who likes to visit the establishments he supplies with girls. When the witness saw him he was on his way to a real snuff movie showing he had been invited to.

The witness followed Stanford to a derelict house with a broad shouldered guard at the door. Eavesdropping, he learned that a "special event" was taking place, and decided to try to enter. Luckily the man at the door could be bribed. What the witness then saw in the basement made him lose his temper. The film, projected by video projector on a white concrete wall, was the one described in the introduction. When the headless monster got to the face of the woman, he drew his backup gun (afterwards the surviving organizer has made a mental note make sure that all guests are searched for weapons) and started firing blindly. He had gone mad for the moment, he wanted to get out of the basement, wanted to destroy everybody down there, wanted the screams and the grunts to end.

In his madness, his sanity managed to keep a small eye open, through which it watched what his body did and tried to prevent the worst. In the chaos he created, the witness took the tape from the video player and fled, not before wounding three men and killing one.

At home he tried to destroy the tape. After having trashed his rooms in his fury against those people, himself and the world in general, his body broke down. He dropped on his bed and fell into a restless sleep. The tears came as soon as he slept.

The small, bright part of his mind had done what it could. It was not much, but at least it had made him write down the names of two of the audience he had recognized. The two names and the undamaged part of the tape are the only clues that can be found the next day.

KEEPERS INFORMATION 3

The Origin of the Video Record

There is an organization in Drakestown that is so fear-inspiring that its name is never mentioned publicly. It is hushed up, it doesn't even seem to exist. Nevertheless it is there, spinning its webs, going about its own business unchallenged. It is called the Network and is not only a criminal syndicate but also a cult.

At the center of this cult is a man called Stephen Alzis. He is surrounded by a small circle of people who run the Network. They call themselves The Fate,

Nobody knows who or what Stephen Alzis really is. His small circle of followers worships him as an avatar of Nyarlathotep, who came to bring chaos and destruction in the name of the Old Ones. They lack any proof for this, however. He certainly appears to be the devil himself: friendly, courteous, always where you don't expect him – and very deadly.

However successful the Network may be, the organization eventually remains nothing more than a cult. Behind all the crimes, the drugs, the magic, and the money, stands a cult that has to attend to its deities just like any other religious cult. This is the reason for the snuff movie seen by the witness. Alzis had it made to seed the name of the Great Old One Y'gononac into the minds and hearts of corrupt men.

Y'gononac has been imprisoned in a labyrinth behind a wall of bricks for eons, waiting for his liberation. His blind children crawl over his body, deformed humanoid creatures that think his massive bulk is the whole world. When an evil man reads or hears the name of the Great Old One, his body can be overtaken by an avatar of Y'gononac, who can then move freely in the world. Even if Y'gononac decides not to possess him, he plants his seed into this human, causing nightmares, influencing his mind and eventually serving as an anchor to provide the headless Y'gononac the necessary support in this world to free him from his prison.

When watching the video the witness found in his apartment, the investigators see only part of the film. The beginning is missing, which the witness destroyed in

his fit of madness. This shows a young man reading a book. Before panning to the girl, the camera lingers over the book: two pages are clearly visible, showing a passage from the Revelations of Gla'aki, which mention the name of the Great Old One, amongst other things.

The investigators may have seen the video, but they are far from knowing the terrible truth. Why a video in this digital age? Or, even more interesting, what happened to the original? Alzis gave very clear instructions when he had the film made. It should have a strong link to our world, a link that digital data lacks. Light and tape, not bits and bytes. Therefore they produced a Super 8 film, which was copied on video. Analogue is more direct than digital.

With the help of the original, a representative of the Network will try to liberate the Great Old One Y'gonolac from his prison and bring him to the Earth.

KEEPERS INFORMATION 4

Consequences of the Video

The video not only affects the NPCs, but also the investigators. The Keeper thus has a tool to spread paranoia and fear among his players. All investigators that saw the video (and thus carry the seed of Y'gonolac) will be haunted by nightmares and split-second visions. Their palms start to itch and they might wake up and find thin, slightly infected lines on the insides of their palms in the morning, which disappear during the day. These symptoms get worse as the investigations progress.

KEEPERS INFORMATION 5

The Representative of the Network

Tony Castelo is a so-called Neophyte. His rank is pretty low in the Network. The Fate, being the core and the most powerful unit in the Network, almost never appears in public. In its place operate the so-called Lords, people that get their instructions directly from the Fate and execute them. They in turn use the neophytes as cannon fodder. To prevent direct contact and to present the Network as frightening and intimidating as possible, the orders are transmitted in extraordinary fashion. Alem Keightly, Lord of Thoughts, employs a spell to send the neophytes mental instructions: like remote-controlled robots they write down their orders on paper.

Castelo's first order was the production of the film. He wrote down conjuring formulas and instructions how to act as Keightly controlled him for two entire nights.

His second order takes it two or three steps further. The final goal is to free Y'gonolac from his prison. For that a certain number of people need to carry the seed of Y'gonolac in their bodies (meaning they need to have watched the film. Once a big enough part of Y'gonolac is present in this world to serve him as an anchor he can be freed in a huge ritual.

To this end a group of evil men, who already know the film, have to watch the original Super 8 film. If the anchor for Y'gonolac is large enough, the camera's viewpoint pans from the bed to a doorway that cannot be seen in the video copies, and draws close to it. Behind the door, which slowly opens, is Y'gonolac's prison. As the camera zooms in on him, Y'gonolac will get up and slowly stumble towards the viewers, until he finally touches the screen from the inside of the projected image and steps through it into our world. His servants will drop from his body in large numbers and also come through the screen. Confused, they will cause chaos and wanton destruction amongst the viewers and pave their lord's path with sorrow. He will eventually feast on the blood and flesh of the viewers to begin his new reign.

Castelo already tried once to perform the ritual. He had no clue how many people actually needed to see the film in order to employ the original – only one of many points of the plan irritating him. Apparently the Network assumes he will be able to solve the upcoming problems, and who is he to doubt such an organization's opinion? At any rate he showed the original ten days ago and realized that Drakestown wasn't ready yet. The camera did not cross the border to the labyrinth, staying in the cellar where the avatar had massacred the girl. The gate was not yet fully open and the Great Old One could still not enter our world. However, some of his servants did make it. They dropped off the body of their lord, went through the gate and finally through the screen. After killing several viewers they fled, led by Castelo, into the Steamer.



THE INVESTIGATION 1

Initial Investigation

The investigators have three main clues to get going: first and secondly, the two names on the note (Richard Bergman and Lloyd Stockwell), thirdly the video and the scenes it shows. The two names are probable easier to follow up, as their addresses should be relatively easy to find out. The film represents a trail that should be difficult to follow.

Richard Bergman – The First Name

Richard Bergman is the proprietor of a small kiosk in the not very homely boroughs of the Circus. The witness will instantly be able to recognize him; Bergman had once witnessed a murder committed right in front of his kiosk. The witness had taken Bergman's statement and found out that Bergman's kiosk was a major source of underworld intelligence. The witness and Bergman quickly came to an arrangement, and Bergman irregularly supplied information in exchange for money or protection. After some time, however, the contact had lapsed into silence.

The witness knows Bergman as a quiet, somewhat obese man. Shy but with a vigilant eye. He is a bit strange — not the kind of guy the witness would have befriended — but inconspicuous.

Presumably everybody meeting him feels like that. Only his wife Lois knows him better. And only she knows his preferences — even if she almost never sees him, since the opening times of his shop reduce his time in his apartment two stair flights above to a minimum.

The Bergmans' sex life hasn't been much to talk about for quite some time. There isn't any, to be precise. Impotence. However, Bergman has finally found something that aroused him. First it wasn't much more than the dirty atmosphere of the clubs and strip joints (his preferences for forbidden lusts did not manifest themselves until later), and one night he had taken heart and asked his wife to join him. He would be able to show her what he wished her to do at home, but hadn't dared to ask before.

He was so stupid to ask and she was so stupid to say yes.

They went to the Red Rose. At the door they met a man who appeared to have a say in the place. The way the filthy guy ogled Lois from head to toe followed her into her nightmares, just like the fact that her husband must have been enough of a regular to convince the bouncer to let her in. Just to show her around. "Just this one time", he had said, "since it is you. She has to be out in half an hour."

Visiting Bergman

The investigators find Bergman's shop closed, regardless at which time they call. Peeking through the window they can see total chaos inside. Plastic packets, cartons, cans and bottles are scattered everywhere.

Nobody answers the door if the investigators ring the bell, but a punk passing them on the stairs to get to his flat on the fourth floor tells them that Mrs. Bergman hasn't left her apartment for at least two days. Her apartment door sticks; he is certain he would have heard it if she had tried to lock her door as usual by kicking it.

Knocking and rattling at the door doesn't help at first. However, if one of the investigators passes a successful Listen roll he can hear low sobbing from inside the apartment. If they don't want to break in and renew their calling or knocking, the door finally opens. Lois Bergman, with red eyes, shaking hands and a slowly

healing head wound, lets the investigators in without saying a word.

Bergman lies dead in the living room, surrounded by vomit and mounds of ripped-open food packets, half-empty bottles and cans.

The conversation with Lois proves difficult and should preferably take place with a doctor in attendance. She tells them that about a week ago this man from the Red Rose waited in front of the house. He talked to her husband while he opened up the kiosk. When she asked him, what the visitor had wanted, Bergman had become aggressive.

"I was scared he'd smack me if I bugged him about it..."

With empty eyes Lois recounts how her husband left the night before yesterday. He went to the Red Rose, she is sure. She always knew when he went there, ever since the night he had taken her there. When he came back he appeared shocked. He had embraced her for the first time in weeks and fell asleep cuddling her. Early the next morning, he went down to the shop and fetched large amounts of food, which brought to the apartment. He sat down in the living room and started to eat. He didn't stop until he was sick (at least the first time he had puked into the toilet). When she tried to take the food from him he hit her and pushed her so hard that she fell with the head against a radiator. She passed out. When she came to he was dead, apparently suffocated from his own vomit.

Lois can only tell her how long she sat on the floor beside her dead husband when the investigators tell her the date.

Her description of the man from the Red Rose is not very useful. He looks thoroughly average. White. Brown medium length hair. Average build. Perhaps clean shaven. Lois doesn't know his name, either. The poor woman breaks down several times during the conversation, until the doctor finally forbids any further question. She won't go to the Red Rose unless pressed, and will suffer a nervous breakdown before even entering it. If the investigators can't get results with the scant description of the man, they may show her some photos; she will quickly recognize the man (Castelo). Lois Bergman can also help producing an identikit picture.

Lloyd Stockwell – The Second Name

The witness cannot immediately place the name Stockwell. However, looking it up in the telephone book he will remember one of the addresses of the four Lloyd or L. Stockwells listed. He remembers that Stockwell once was the a crime victim and he met him during the investigation. (The Keeper should adjust the type of crime to the investigator's job.)

The blond and somewhat spindly Stockwell looks a bit ruffled when he opens the door of his middle-class family home. He reacts shocked on recognizing the witness. "You?" He had expected the police to pay him a visit ever since he came back from the terrible video show

and first tried to live his life as if nothing had happened. However, after a troubled night and the permanent fear of the police he found he was consumed by a special lust that had been implanted into him together with Y'golonac's seed.

And thus the investigators won't be able to talk very long with him until they hear noises from the basement that sound like cries for help. Stockwell will have to watch helplessly as they open the door to the basement and hear clear cries from one of the basement rooms. An investigation of the clean and tidy rooms unearths a slightly injured and very angry prostitute who attacks anyone who even remotely resembles Stockwell with her pepper spray.

The young woman's name is Evelyn – at least that's what she calls herself. She will reveal her real name – Anne Miller – only under certain circumstances. Despite knowing better she went home with Stockwell, when he picked her up in his car. She knew him from sight, and had seen him come out of a club called the Red Rose several times. The worst kind of place: you get everything there, no matter how sick. That should have been enough warning, but lack of money and Stockwell's very good offer (paid in full, in advance) had her ignore the risks which she usually considered very carefully. As soon as they were through the door he pushed her into the bedroom and tried to tie her to the bed. The leather strings had already been tied to the bedstead. When she fought back, he knocked her down. Only the ring of the door bell prevented worse. Stockwell had quickly pushed her down into the basement, locked the room and ran upstairs to answer the door. Luckily, Evelyn hadn't been totally knocked out by the blow so she recovered quickly and was able to scream for help.

However, before the investigators can listen to the end of the story, Stockwell is taken over by Y'golonac and transformed into his avatar: his body blows up, ripping his shirt and trousers. Sweat seems to be pouring from each of his pores. His head shrinks and vertical slits open up in the palms of his hands, revealing sharp teeth. This transformation takes 10 to 15 turns. One can only hope that the characters flee quickly, since his body becomes quickly immune to damage (by the third turn Stockwell has the 75 hit points of the Great Old One). Sanity cost is 1/1D20 if the investigators watch until the change is completed, 1/1D4 if they flee earlier.

However, the Keeper should not push his players too much at this point. It would be a pity if one of the investigators died early in the game. He should allow the investigators to escape even if they react late to the danger. He should also be generous when rolling for their Fortitude roll, which is probably more endangered than their lives. The encounter with the Forbidden Science this early in the story should be surprising, shocking, and of course dangerous, but it should not yet remove the investigators from the game. The change is slow enough to allow them to flee the house. Hopefully they take Evelyn with them, since she will be able to assist them in their further investigations. Y'golonac's avatar won't pursue them.

After the escape (or a narrow victory) Evelyn is visibly shaken, but the red-headed girl isn't frightened so

quickly. An investigator with Medicine or Insight skill can discern symptoms of an imminent breakdown, but these disappear quickly as she is brought to a quiet and safe environment. Evelyn will deny that she or the investigators saw the monster; she will ignore all questions concerning it or answer evasively. However, she is able to tell a few things about the Red Rose, if the investigators ask her.

The Red Rose is a club for special tastes. On the first floor the patrons receive what they usually expect from a "gentleman's club": a bit of table and pole dancing and the odd floor show (striptease, bondage, S&M, etc. but nothing illegal). There's absolutely no soliciting there. The second floor has rooms to which the patron can withdraw with a lady of his choosing for "private dances". "Special orders" are served in the basement. "There's loads of rumors. You can get anything you want, no matter how sick or whacked. If you know the right man and have enough cold hard cash, you just have to wait a bit. You'll get an appointment. Nothing is too gross or too kinky. If you want Siamese twins, you get nympho Siamese twins."

Evelyn has never been in there and knows only rumors. She always avoided the place, as she heard that the management takes too large a cut of the girls' earnings. She will direct the investigators to the club, but she will under no circumstances enter the club. Only threats might convince her, although the investigators have nothing to gain from her presence. If the investigators really force her to accompany them into the Red Rose she will refuse to help them any further.

Evelyn can't answer any questions about the snuff movie. She has certainly heard some rumors about snuff movies, but such rumors come and go. She doesn't believe that snuff movies exist. Recently somebody even told her there was supposed to be an even more terrible original, containing additional footage cut from the normal video. Scenes that snuff movie producers didn't dare to show. "I might have believed there was a snuff movie somewhere, but all that talk about an original is total bullshit!"

The Video

A detailed analysis of the video will reveal a number of relevant clues for the investigators, which will help them considerably in their investigation – more than the traces to "Bergman" and "Stockwell". However, to find them they have to carefully watch the video. Let's hope their sanity doesn't suffer too much. To see the film for the first time costs 1/1D6 SAN.

Investigators mending the tape can only do so much. Success is limited – in as much as the witness was successful in destroying it. The part he ripped off cannot be restored, so that the investigators can only see what has been described in the opening scene of this scenario. Careful examination will reveal that the image is strangely out of focus, and not because of bad camera work. A colleague of the investigators from the agency's laboratories or some other video expert can solve the mystery. It appears the video is a recording of a film screening. This means there must be another version of the film.

NEW HORIZON, campaign pack DH1.2

This is not the only clue discernible from the video. A successful Listen roll will reveal sounds on the soundtrack that don't belong to the room or the it's occupants. A proximity alert bell indicates a nearby construction site. Even more important for the investigators should be parts of a conversation that was apparently held outside the window of the room visible behind a cloth hanger in the back.

At first this conversation can be barely made out, and only after a laborious digital reconditioning of the soundtrack can certain words be understood. Lacking that, the investigators can only hear a bang in the background (perhaps a shot) followed by something that an imaginative person could recognize as loud roaring.

One of the investigators' contacts should be able to analyze the sounds after two days work, allowing at least some words to be understood. Depending on the Keeper, this could also take less time. The waiting period should allow the investigators to follow other clues, such as the two names on the paper. If they already did that, the Keeper can shorten the time required to digitize the tape and speed up the story.

The conversation in front of the window seems to start with an argument. A sound that might be a moving car stops outside the window. A door is closed and words are exchanged. Two men have an argument that gets louder and fiercer. Unfortunately they both talk simultaneously. Only at the end can individual words can be made out: "with your fucking taxi!" Then the shot occurs. Then an apparently very frightened man cries out quickly and loudly "Alright, alright, I'm fucking gone, already!" Then the car sounds fade away with squealing tires.

Events behind the Sounds

The set was located in an abandoned warehouse in a rundown part of the Docks Container Terminals. Erik Shorey, one of Castelo's minions, was late; and the camera was already running.

Shorey wanted the taxi to leave the scene as quickly as possible, but his violent temper resulted in an argument about the cabby's tip, which the cabby considered to be too small. Shorey finished the exchange by drawing his pistol and squeezing off a warning shot, which persuaded the taxi driver to bugger off as quickly as possible.

This occurred almost a month ago, making any investigations among the various taxi companies rather time-consuming. However, the investigators should get lucky in the end. Owen Pratt, a plump man with perfumed permanent wave, is quite willing to show the investigators where he was shot at in the Docks Container Terminals.

"I reported it to the damn cops already. Somebody got fucking iced in that warehouse. There was all that blood – I mean, shit! Jesus!"

He is happy to have gotten away in time.

Research at the local police-station reveals that 29 days ago human blood was found in the warehouse. They

found a bedstead and the mattress was drenched with over six pints of blood. A store-man had found the bed by accident in a small room of the warehouse and called the police.

Pratt had gone to the police only after hearing about this. He hadn't wanted to report the incident with his dangerous punter to the police, because of a bad experience with a police officer some years ago. Only when he read of the murder he reported what he had seen. The police interrogated him and prepared an identikit picture after his description.

All this information, including Pratt's name, the investigators could also get from the police ("among colleagues"). However, it requires several hours until a phone call or visit at the police station give the desired results. First, one or two successful Persuade rolls have to be made, in order to get some people talking and the files have to be dragged up – not all cops remember all the details.

Visiting the warehouse or a longer interview with Pratt won't yield much. Only one clue could be of value: this is a small booklet of matches (either stored at the police station or found be one of the investigators on their visit there). It touts a sex shop called Plastic Gifts, located at an address in the Level 3 near the Circular, north of Drakestown.

How the investigators get their hands on the match book and thus the address depends on their tactics. If they investigate the warehouse on their own, then they could find it hidden in a crack of the wall or under a stone. If they talk first with Pratt, he might have seen how the police found it and recognized it. If they use their connections with the police, they simply might see the file with the attached evidence – including the match book, found by the evidence team.



THE INVESTIGATION 2

Plastic Gifts

Plastic Gifts is a regular sex shop with a large video department. A contact in the scene or Evelyn might be able to supply information that you can also get uglier things there. The proprietor, Ron Jackson, has been careful enough so far to avoid attention of the authorities. His illegal side business hasn't been interesting enough for anybody to take a closer look. He produces and copies films, among other things.

One day, Jackson, a plump man with a baby face, received a most unwelcome visit. An inconspicuous but tall man (Castelo) accompanied by a brutal looking thug (Shorey) came into his shop and asked him to transfer a Super 8 film on to video without watching it. (Castelo couldn't tell from his hand-scribbled orders if someone other than the picked clients was to see the film or rather not, and decided that he would rather be safe than sorry when dealing with the Network.) This screamed trouble to Jackson, but the tall man was pretty insisting. The thug scarred Jackson and he didn't know why.

Jackson didn't know how to transfer the Super 8 film other than to video it from a projected picture. He pointed the video camera at the screen, started the camera and the projector and left the room. Soon afterwards Karl, a young man helping him out for several months now, came into the sales room. He was white as a sheet and asked excitedly what freaky sick shit was running in the back room. Jackson was beside himself. The back room had been locked, damn it! They screamed at each other for a while:

"How should I know what kind of shit this is? I wasn't supposed to see it!" — "And which fucking psycho gave you this filth?"

After Jackson told Karl about the strange pair who had called that morning, and were responsible for it, he left the shop fuming with rage, to "talk with the guy". Karl must have known him, on that Jackson is certain.

The tall man and his thug have collected film and the video in the meantime. Jackson believes that the man knows that something went wrong, although Jackson naturally didn't mention any problems. His fear of the man increased and he has started to have nightmares about this (which are not the doing of the Forbidden Science, for once).

Upon questioning, Jackson will initially deny everything. A Psychology roll reveals that he knows something and is quiet because he is afraid. It won't be easy to overcome this fear. The best way might be to instill another, more direct fear into him. If the investigators can convince him that they are the only ones capable of saving him from prison, and that they can not do this if he doesn't cooperate, then he will tell them what he knows.

If the investigators come up with some other trick to convince Jackson to cooperate, the Keeper should allow it — but always keep in mind that the players should

have to work a bit for their results. After all, there are other ways to solve the mystery.

Jackson can also supply the address of Karl's apartment; Karl has not shown up at work since.

INVESTIGATORS INFORMATION 2

General Investigations

Hitting the streets to use their contacts or investigate on their own, the investigators will hear some rumors.

There is supposed to be a snuff movie. People have offered large sums of money to get it, but none of the people on the streets has actually seen it. Some do not believe in its existence, but most are certain that the rumors are true. These people also know about the supposed original. The video is rumored to be cut, the worst scenes having been removed. People say that a secret auction is going on and that only the highest bidder will see the original. But that all they know, man.

The police have also heard of these rumors and started investigations. They haven't turned anything up except the rumors, however. They are very skeptical about the story of the alleged original. Nobody produces a real snuff movie and then cuts half of it out.

INVESTIGATORS INFORMATION 3

Plastic Gifts

Karl is not at home, when the investigators call at his place. If they call first his flatmates take a message and promise that he will call back, when he is home again. But nothing happens. Recently, Karl has been staying out for a few nights in a row. Pearlwind, a good-looking fellow flat-mate is his (now and then) girl friend. If the investigators want to talk to any of the four people sharing the apartment, they will be sent to her. She offers them a place on the spotty sofa and something to drink.

"No, I haven't seen Karl for at least three days," she says, fretting with her wooden pearl necklace. "He's been acting a bit strange recently and only sleeps here, disappearing for days on end. He was like, erm, 'possessed' for like a month." "When he spoke to me he always appears to be somewhere else in his mind, as if he were looking for something else in the distance. But our sex life has got way better," she tells the investigators whether they want to hear it or not. "The few times he's here, he always screws my brains out, he's desperate to, and he's got some mojo that he never had before. It's almost as if this fuck is the last fuck."

What happened to him? Pearlwind doesn't know for sure.

"It all started with that phone call. One day he came home from work, real disturbed like. He didn't want

to about it, he just went straight to the phone. He called somewhere and had his call patched through. He asked for a Tony and said he needed to talk to him. It seemed very important, as if Karl had some unfinished business with this Tony. He agreed to meet Tony in one hour at the Red Rose and said he would be there. He hung up, threw on his leather jacket and stormed from the apartment. No more words to me, no explanations, no nothing."

Does she know who Tony is? No, no idea who he might be.

And the Red Rose? Never heard of it. And no, Karl never mentioned it again. Pearlwind has no idea what this is all about. "Luckily Karl is a reasonable man," she says, she is certain "He won't do anything stupid."

KEEPERS INFORMATION 6

Karl

Karl's sanity has suffered somewhat since he unlocked the door to the room (wondering why his boss locked it in the first place) where the film was being copied and saw, what Y'golonac's avatar did to the girl. He refused to accept what he saw. There are no ancient gods or monsters, the film is only a snuff movie, crazy sick shit that shouldn't exist. Neither should you sell or copy it, even if you didn't make it. How he knows for certain that the film is not a fake like the others he has seen before he does not know, and he doesn't realize that he shouldn't be able to tell, either. Seeing Y'golonac's avatar disturbed him far too much to second-guess such logical deductions.

He knows Castelo; he worked in the Red Rose years ago before he was fired. That is where he first met Castelo. Months after being fired they met in a bar and became friends of sorts over a beer — at least that's what Karl thought until recently. Now he knows that Castelo never took him seriously and that he only used him for cheap errands. He now remembers the rumors about Castelo that he had ignored then.

Since the day he saw the film he has been trying to contact Castelo. Castelo doesn't think of him as a buddy but rather as some guy he used once. He completely ignores Karl's rabid accusations. After Karl's call he met him and then had him thrown out. Karl has since tried to talk to him several times, but without success. All his efforts were in vain. Castelo didn't show up for agreed meets or told him to come back the next day.

Karl's efforts to "do something" are as chaotic as he is himself. He has been running around the Lower East Side, spreading nonsensical rumors, asking stupid questions. He gets regularly kicked out of the various establishments in the area. Luckily for him, Castelo has other problems at the moment, otherwise he probably wouldn't live any longer.



THE INVESTIGATION 3

The Red Rose

Sooner or later the investigators will want to visit the Red Rose gentleman's club. The key to all their investigations is Tony Castelo. Since almost all witness have heard of him, know him, or at least have seen him once, the investigators will probably be searching for him when they go to the club. Depending on the success of their investigations so far they might know his first name and may even have an identikit picture of him. Almost certainly they will have a description, although that won't help much; brown-haired, tall men are not very scarce in the area.

Prior investigations about the Red Rose do not turn up much. The club is rumored to offer everything you can imagine (illegal lusts are serviced in the basement), and can be hired by specialist interest groups like swingers or BDSM fetishists. But the police have nothing on it. Three police raids yielded nothing. Either they knew the police was coming or there really isn't anything to find.

The club occupies a two-story building with a large red neon rose over the otherwise unremarkable entrance. It is located on the Lower East Side of Charlton. There are three other lap dancing and strip clubs in the same block. If the investigators try to get information by questioning people in the surrounding establishments about the Red Rose, they will meet a rather unfriendly response. Karl has already been here and caused trouble. A police badge or similar identification will give some results, but not many. Nobody wants to get into trouble with the Red Rose. Castelo is a man you better not cross; there are even rumors about connections to organized Crime.

A successful Psychology roll reveals that the club's competitors are afraid of standing in Castelo's way — more so than the hard sex business would make you expect. Even Rita, the sweet and normally very talkative receptionist at the Golden Palace lowers her voice when talking about this. The investigators will find out that there are very little concrete evidence for the origin of these rumors even if they come to the conclusion that finding out the root of it is important. There are some rumors about people that are said to have disappeared. Rita has "a friend" who once heard that somebody was almost beaten to death only because he worked in some

other club and dared to want to amuse himself at the Rose. Supposedly he wanted to "spy," but that was not true. His name? Rita would rather not disclose that. Indeed she rather rapidly changes topics and talks about a drunken guest who had to be kicked out yesterday. However, the investigators may have heard her say "the Network" before she notices that she became a bit too talkative. If they are very lucky, she might tell them that she heard that the Network is a terrible organized crime organization. Castelo is connected with it, she heard people say, and nobody dares to meddle with him. Who is Castelo? Why, Tony Castelo of course, the owner of the Red Rose.

INVESTIGATORS INFORMATION 4

Meeting Karl

The investigators won't have many clues when they arrive at the Rose. Depending on when during their investigation they decide to pay a visit to the Lower East Side they could even know nothing at all except the name of the club.

Karl is probably the best source of information the investigators could meet. The following situation can therefore be inserted at any stage during the scenario to give the investigators some help. If the Keeper prefers the investigators to follow some other clues first before they should enter the lion's den he should make it a bit more difficult for them. Depending on how much the investigators already know the encounter could even be left out.

If the investigators are near the club during the day or very late at night they see how two well-built men pull a young man with thin goatee down a side alley and thoroughly beat him up. They are able to hear some of the words spoken.

"Don't ever fuckin' come back, y'understand? And shut your fuckin', goddamn mouth about them fuckin' videos! We catch you 'round here again, you're a fuckin' dead man!"

This warning is followed by a kick in the kidneys.

If the investigators want to charge in and apprehend the ruffians and interrogate them, they maintain to have wanted to settle "an old beef." The beating was "purely personal," nothing more. Video? No way, the investigators must have misunderstood something.

Karl, who is obviously the victim of the beating, is thankful for any help. He will be more than happy to tell the investigators about the two guys and the video. If they have been to Plastic Gifts before they will already know his story or at least are able to guess it. However, Karl is unable to answer any questions about the contents of the video. He saw only a few seconds before his mind shut down and he stormed away from the room to bring righteous justice to those "guys doing all that fucked-up, kinky shit" (Karl's words). Any questions towards details result in a fit of rage, curses and insults aimed at Castelo, who is obviously party to the game.

Investigators who successfully use Psychology may find Karl a veritable fountain of information: A film has been copied showing despicable things, which obviously weren't supposed to be seen. Apparently a man called Tony Castelo is responsible, who owns the Red Rose night club and who is reputedly to be able to get you anything you want. Karl once worked at the place for three weeks, but got into an argument with Lisa, the bar supervisor, who made sure he was fired. During that time he didn't see anything illegal, that was later. However, he remembers seedy types that always talked to Castelo in low voices and afterwards disappeared down in the basement. At the time he had thought they were clients that were a bit shy.

Karl would like to take Castelo to task, he says, but he always pretends to be out. More than three weeks ago Karl went to a meeting that Castelo never kept. For several days now, he's haunted the area asking questions to find out anything. He doesn't really know what. There's got to be something. There's got to be people who know where Castelo hangs out or who have heard anything. The fact that Castelo's thugs wanted to beat him up is a positive sign for Karl. It shows he is onto something, right? Otherwise they wouldn't do that, eh? What he wants to do when he knows? Err, well, he'll see. Something's gonna come up. Castelo isn't at home, anyway, since Karl has already been there several times.

The Keeper can use Karl to steer the players in a certain direction of his choosing. If they continue to sniff around at the Rose, have them find out more about the enormity of Castelo's business or that humans can be the more terrible monsters. Karl may point out people to them or tell them which doors to look behind or which people to talk to. Eventually the investigators need to burglar Castelo's house (or find some pretense for a legal search warrant) in order to find the final clues leading them to the showdown. If they don't get the idea themselves, Karl may again serve to point them in the right direction. "OK, I've had enough. I'll go back to Castelo's house to wait for him. He's gotta come back at some point. Or do you have a better plan?"

THE INVESTIGATION 4

Investigations at the Red Rose

Whatever its reputation, there is nothing to see at first sight to back it up once you get inside the Rose. The club is decorated in a most luxurious way. Expensive wallpapers, comfortable sofas and a thick carpet create the illusion for the visitor of coming "home." There is none of the shabbiness you might expect. If it wasn't for the pounding techno music pounding out from the hidden speakers you could think you were in a British gentlemen's club. You almost expect Allan Quatermain or Sherlock Holmes to be sitting in one of the armchairs, recounting their life's story. That the gentlemen are served by scantily dressed girls would appear strange but not unfitting. There are many shabby corners in this club, but you can't even suspect them when you enter.

Lisa, one of the ladies behind the bar, likes to greet every visitor personally if time allows, and asks them for their orders. She explains where you can find things and orders suitable drinks and ladies. She doesn't fulfill "special orders," however. If the investigators ask for them, she refers them to Shorey. Normally that would be the boss's job, she tells them, but he's not in so they have to speak to his representative. It goes without saying that the investigators will meet a wall of silence if they barge in with drawn police badges.

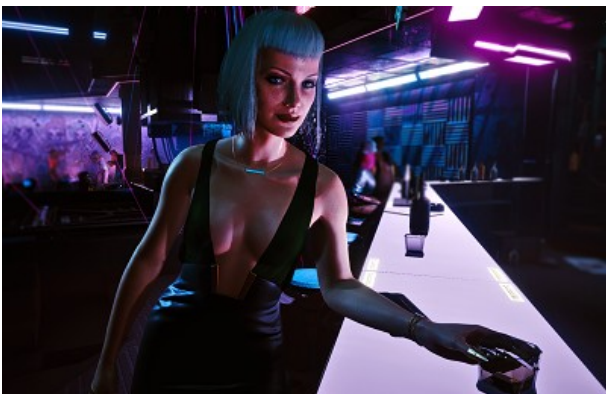
Asked for special orders, Shorey will rattle out a list of every legal sexual practice: bondage, S&M, golden shower and similar games. It is all a matter of cost. He refuses requests for illegal practices, brutality leading to bloodshed, and kicks the punter out – except if he knows the punter from somewhere or they have been introduced by a trustworthy contact. In that case "things" can be arranged. The only information here is that you really can get everything at the Red Rose.

If the Keeper wants the investigators to penetrate the lower levels of the club he should think of fading out in time. Some things are best left unsaid. Of course, every Keeper knows where the boundaries of his players lie. A simple tactic to avoid finding out what your players can't tolerate is the time required to arrange for any "special orders" to be fulfilled. This might take some days to prepare, in which the scenario will be over...

However, if the investigators ask for snuff movies they will be immediately ejected, by force if necessary, and always with insults. Shorey has very clear instructions in this regard. The snuff movie is Castelo's own business and anybody asking for it will be refused and shown to the door. The official line is "Even we don't offer everything!"

Lisa can also be questioned. She doesn't know where Castelo is. She has wondered why he hasn't shown up for some time. Perhaps he is sick. Well, she doesn't really think so, she probably would know that. No, she doesn't have a photograph of him – she's an employee not his girlfriend. Castelo is friendly and open and knows pretty much everything about the goings-on in the club. However, if the investigators ask the wrong questions she will immediately tell Shorey.

Nobody will tell them the address of Castelo's home – but a simple look in the telephone book will solve that (ask for an Idea roll if the players really can't think of it).



KEEPERS INFORMATION 7

Drakestown Law and the Red Rose

Some of personal services offered by the Red Rose in addition to the lap dancing are illegal, and the Red Rose is serving as a brothel. Oral sex and sexual intercourse have been illegal in such clubs since 2250 under Drakestown law. Other practices which do not involve either are technically in a legal gray area.

If the investigators want to shut down the Red Rose they will have a hard job of it. Castelo's connections with the Network has made sure that the club's liquor license, fire inspection and zoning compliances are all properly filled-in, correct and perfectly legitimate.

THE INVESTIGATION 5

Castelo's House

Castelo's house lies not too far from Red Hook, about 20 minutes on foot. The neighborhood is a bland middle-class enclave with small wooden single-family homes (basement, first floor, and attic) widely found on Mars. The front facade appears somewhat neglected and needs a coat of paint. The back alley is dark and dirty, with trash bags waiting to be taken out, old cars parked there during the night and stinking drains leading directly into the sewers.

Castelo is not at home when the investigators arrive. He has abandoned his house and won't come back until he has shown the film for the last time.

The investigators can watch the house undisturbed. There are a few "Neighborhood Watch" signs to indicate vigilant neighbors, but the signs themselves already show signs of neglect. The neighbors around here want to be left alone.

If they took Karl along, he won't be very patient. During the second night watching the house will he at latest try to persuade the investigators to break in or try to get a search warrant (he has no idea how long organizing this may take). At any rate he doesn't want to continue sitting around doing nothing. Something has to be done. If they haven't taken him along he might even gone there on his own to break in.

However, Karl is not the only one stalking the house at night. The children of Y'gonolac that came to Drakestown during the first abortive attempt to free the God from his prison roam the sewers below the house and even the interior of the house. At first they fled to the sewers, led by Castelo. He was happy that he was able to get rid of them so easily. They were blind and he was certain that they wouldn't survive too long on their own, and he would never see them again.

He was wrong. One of the creatures was some kind of priest; somewhat brighter than the others and provided with special senses that allowed him to operate relatively confidently even in a foreign environment. The priest is

the link of Y'gononac's Children to their "world" – Y'gononac himself. He feels this link, can follow it and even find it once he lost it. This allowed him to find Castelo as the connection to the prison of their God and to bring a group of outcasts to his home (they call themselves the outcasts, since they don't know what happened to them other than they apparently have been cast out of their world). He persuaded four of his "parish" to enter the house with him; the others stayed down in the sewers.

They came to the surface via the drains in the back alley and eventually entered Castelo's house. Castelo woke one night, heard noises downstairs and found himself facing five of Y'gononac's Children. His already over stressed nerves didn't allow any other reaction than flight. He now lives under a false alias in a hotel, preparing for the final (he hopes) showing of the film. Once that final important act has been concluded he can finally do other things again, find out about this labyrinth of magic and demons and try to get his house back.

If the investigators stake out the house they will sooner or later notice movement in and around the house, without being able to see who or what is moving. A successful Spot Hidden roll reveals that it is not the owner of the house; the movements are stealthy, as if the individual is trying not to be seen.

THE INVESTIGATION 6

Breaking and Entering

Just sitting there and watching the house doesn't lead anywhere. The investigators will learn that someone seems to be in the house, but they cannot find out who or what it is. Breaking and entering is the only solution – and the only solution to successfully complete the scenario. Castelo's written notes are in the house – the texts he wrote under the influence of Alem Keightly and told him what to do. A calendar contains the time and place of the final screening of the film.

In short, it is important for the investigators to get those documents, and the Keeper should gently push the players to have their investigators get near the house and eventually inside it. Karl can be used for the former. If they decide not to enter the house, the Keeper may have Y'gononac's Children kidnap a sewerage worker and bring him back to the house to divide him up under cover; the sewer worker will of course wake up in time and make enough noise for the investigators to hear him and, hopefully, rush to his help.

The investigators will find it difficult to avoid any noise upon entering the house. Y'gononac's Children have very good hearing and will definitely notice them. They will initially retreat and listen in hiding. Eventually they will come forward and try to ambush the intruders.

The house smells mildly of the sewers, a smell that grows stronger in the basement, where the Children usually reside. Other than that, the house appears perfectly normal: a small hall with coat hangers and two coats, a living room with leather couch and TV set, a bedroom with unmade bed, a study with chaotic desk

and a computer, a medium-sized bathroom in need of cleaning. Everything appears ordinary – until the investigators notice the first broken item on the floor. They can rummage in the house for a while and will find ever more small clues that indicate that someone is in the house who is not supposed to be here. Items are strewn on the floor. Something gnawed at a door five feet from the floor – like a big rabbit. There are spots of a brownish substance on a sharp table corner (where a Child hurt itself). More spots are on the floor below it. They emit a strong smell.

Shortly before the investigators hear the first sound, they find some documents on the desk (or if they don't go there, the living room table). Almost covered by them, but still visible, is a small calendar. Tomorrow's date (possibly today's, see below) is circled in red. Somebody used a red marker to write the following beside it: "Final screening of original – rave at old Church, the Docks"

The other documents include many pieces of writing paper covered in tidy, angular hand writing. The text includes many notes in the margins, written with the same red felt marker as the calendar entry. Several words are clearly marked (easily made out even with a cursory glance): "Y'golona", "Screening" and "Snuff".

Give the Investigators the handout 'Castelo's Notes'.

Once the investigators found the documents, they hear the first sounds from Y'gononac's Children, which sneak slowly near. In a matter of moments they are attacked by five eyeless creatures (see Appendix for stats).

KEEPERS INFORMATION 8

The Final Screening

Castelo's documents reveal the real reason for spreading the video to the investigators: Castelo must try to plant Y'gononac's seed in as many people as possible and free the Great Old One from his prison by showing the original copy. The calendar betrays the time and place for the final screening of the film. They now have to prevent the ritual.

When exactly the screening is intended to take place depends on the Keeper. The investigators should not have too much preparation time after having found the documents, but whether the film will be shown the same night or the following night is not relevant. The Keeper can move the time depending on how far the investigators are in their investigations.

The calendar mentions a rave and a church. It shouldn't be difficult for the investigators to find out exactly where in the Docks the church is located that could house an illegal rave. Castelo organized the event to have suitable sacrifice victims for the Great Old One once he arrives. In addition, he hopes to distract any unwelcome observers from the real goings-on.

The church is an old building, which hasn't been used for service for a long time. When the investigators arrive the preparations for the rave have been almost finished.

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They can observe how the last power cables are checked and refreshments are carried into the church.

The screening of the film is to take place in a derelict office building nearby. The preparations for this have long been finished, and the investigators will have no chance to find the place before the rave begins. A medium-sized room has been furnished with folding chairs. There is a window set into a wall between this room and a small neighboring room where the projector and a safe are located. The safe holds the original of the film. Both rooms lack any windows except for the one connecting them.



THE INVESTIGATION 7

The Rave

The first ravers arrive around half past nine. The hall once used to serve the Christian God is gradually filled with people. Huge loudspeakers discharge music at such volume that it would be impossible to hear a shot. Around midnight the church is crammed full with sweating and twitching bodies.

Among them are a few that don't really belong there. They are not there to dance. They were told that they would receive a text message at around one o'clock in the night, telling them the exact location of the screening. After receiving the message they are to go there unseen and without arousing suspicion, enter the building through the unlocked main entrance and sit down in the show room on the ground floor.

The investigators will probably observe the event. The music is deafeningly loud, the people dance and drink and do all sorts of drugs. During the evening the audience gets stranger and stranger as more of the invited guests show up. The proximity of the Great Old One in the shape of the coming screening becomes noticeable in our world. Couples or small groups retreat into dark corners to kiss or fondle, quickly followed their sexual fantasies. At first this appears only odd because they obviously don't care about being watched, but it soon degenerates into outré sexual activities and even bloodshed. None of the guests seem to be bothered by

this, in fact some of them join in. In the corner of their eyes the guests see things that are only illusions on second sight: sex and death at once, dead bodies locked in desire and decomposition.

The investigators will also suffer from this influence. The longer they stay in the church, the more often they have to make Sanity checks. Every time they fail they lose one Sanity Point. When they lose the first point, they feel a strange attraction to some of the dancers, the second fills them with strange desires, the third brings illusions. Once they have lost five points they will join the others and do whatever they please without thinking about the consequences. Only their friends can prevent them from doing so. A slap in the face should bring them to their senses. Hopefully they haven't hurt someone before that...

Shortly after one o'clock one of the investigators will note how two non-raver guests leave the church and go straight to a neighboring building (these two obviously mixed up "unseen" with "a bit later"). They enter the building through the front entrance.

KEEPERS INFORMATION 9

Super 8

Castelo waits in the office building to finally finish his task. He is deadly afraid. The previous screening of the original was obviously premature. Drakestown hadn't been ready then. The God didn't show, instead those small eyeless bastards appeared that now haunt his house. He doesn't even want to think about what happens if the God actually appears in person! Castelo would prefer to leave the whole mess alone.

But how do you resist orders you wrote down yourself, without being able to remember how? How do you resist them? Who made you write down those orders?

Accordingly, Castelo is extra careful in executing this, hopefully, final screening. He sends a text message to all the 15 invited guests and starts the film about ten minutes later, despite not all the guests having arrived yet. He sits behind armored glass in a room with armored doors. In that way he hopes to be protected from anything that might come. In addition, he carries a small pistol for self-protection.

The investigators probably arrive shortly after the latecomers. The film is already running, projected on the white concrete wall. The Great Old One's avatar has launched itself on the girl. There is loud screaming. Suddenly the camera pans to the side (unlike in the video they already know) and offers a view of a wooden door, which wasn't visible before. The wall around it has also changed: it is no longer a gray concrete wall, but a red brick wall. The door slowly opens; through it, the observer can see a huge, dark room, in which small creatures crawl over a trembling mountain. More details are not discernible because of the darkness. The camera zooms in on the door, when suddenly some of the small creatures drop off the mountain and run towards the camera. They are deformed children without eyes. When they reach out with their hands towards the

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camera, the investigators can see that they have maws with sharps teeth in their palms, dripping spittle. The creatures seem to claw for the camera, touch it and finally reach through the image into the audience room. They step through the image into the room, and start rampaging among the guests. The whole scene costs 1D3/1D8 SAN.

Naturally, Castelo noticed the investigators as soon as they came in, but he doesn't know what to do. He simply decides to wait. He cannot interrupt the screening – the Network's revenge would be terrible. What's more, he feels secure behind his armor glass – as secure as you can be in such a situation. Terrified, he observes how the camera pans and zooms through the door into the room behind, into Y'gonolac's labyrinth. The colossus in the background, on which the smaller creatures climb about, starts to move and slowly comes towards the camera. Shortly after, Y'gonolac can be seen in all his disgusting glory (don't forget to let everybody make their Fortitude rolls: 1/1D10+1 SAN). Then his hand reaches through the screen and kills the first guest.

The armor glass Castelo is hiding behind will take a lot of damage before it breaks. Even high-powered rifles or a sledgehammer will only spiderweb it. This will fracture the image projected through the glass, but not prevent the Children to come through the fragmented images. If they cover up the window, the creatures come out of the image projected on this new surface, and then will rip it down as soon as they are in the room.

A better way to get into the room with the projector to shut it down are its two doors. The locks are good, but can be opened with a successful Locksmith roll or special equipment. If the investigator succeeds in rolling under half his skill, only 1D6+4 Children manage to come through the screen until the door is opened. If he only succeeds in a normal roll, Y'gonolac is already half through the screen when the door opens. In that case, they have only three turns to destroy or stop the projector until the Great Old One is finally freed from his prison. And he won't quickly go away.

Castelo doesn't offer any resistance; he crouches in a corner and waits trembling from fear what happens. He will shoot any Children, however.

While mood of the crowd in the church reaches its climax and nobody can resist their darkest desires any longer, the investigators hopefully destroy the projector in time to send back Y'gonolac to his prison. A few shots or a couple good kicks with the boot are enough to take it apart. Y'gonolac disappears together with the images, as if he had been switched off...

KEEPERS INFORMATION 10

Special Effect

Y'gonolac is huge in his own world. His body offers enough space for a large number of his Children, who always crawl around on him – large enough at least for them to think he is the whole world. However, when he comes through the screen into the audience room, he is only as large as a very tall, unbelievably fat man. Like in

a bad movie, where the big evil monster sometimes appears like a house and sometimes like a horse, the size relation between him and his Children changes once he leaves his home.

KEEPERS INFORMATION 11

The End

Chaos reigns outside. People scream and run away in mindless panic. With Y'gonolac's disappearance his unholy influence disappears as well; dozens of people suddenly find themselves in repellent and disturbing situations. Many are covered in blood, some in excrement. They flee the church in panic.

The investigators will probably try to destroy any Y'gonolac's Children that escaped. It doesn't matter if one or two get away. They flee in the back alleys of Drakestown, commit a few murders and disappear one day – which means they don't differ all that much from certain other denizens of the Big Apple.

The police will show up shortly after and ask many questions. The final verdict will attribute the whole incident to drug abuse. The witnesses will be certain at some point that they imagined the whole thing – or their psychiatrist will convince them. Most of the invited guests are dead. Either they killed each other when one or two changed into avatars of Y'gonolac, or they were killed by the Children or even by the Great Old One himself. It is quite possible that the investigators took care of the rest...

Among them is also the suspect whom the witness followed to the screening of the video. Once the witness sees the suspect he will remember much of what happened on the night he lost his memory.

Castelo will probably survive. He will beg for witness protection. Interrogated, he will spill everything he knows about the Network, but it isn't much. He will tell how and why he made the film and what the goals of the final screening were (in as far as he knows himself). In other words, he will say whatever the Keeper wants the players to know for any future adventures.

Soon this source of information will dry up. One day a prison guard will open Castelo's cell and find it empty except for a strange smell in the air. Castelo never appears again. The Network has no use for witnesses and knows how to get rid of people without any trace.

With Castelo's disappearance, the dust begins to settle. Drakestown becomes quiet again. The people involved forget or repress the events, and the guilty are dead or have disappeared. The sewers claim some victims, but that they already did before Y'gonolac's Children took up residence there. Eventually, the Children are killed by the Ghouls who live underneath the city, and have done so for a long time.

THE END.

APPENDIX A: DRAMATIS PERSONAE

Statistical profiles are gathered here to enable the Keeper to copy or print out these pages separately from the campaign to provide a handy reference when running this chapter.

TONY CASTELO

Unwilling wire-puller, aged 35.

STR: 12 Move: 3
CON: 11 HP: 25
SIZ: 14 Dex SR: 3
INT: 12 DB: +1d4
POW: 12 SAN: 21
DEX: 10
APP: 11
BRA: 13



ATTACKS:	ROF	A%	PV	DAM
Punch	1	60	+0	1d3+1d4*
VP78 pistol	3/A3	50	+0	1d8+1**

*1d6+1+1d4 (razor blades).

**5-round magazine.

Armour:

None.

Augmentations:

Cyber Melee Weapons (Cyber).

Skills:

Credit Rating 45%, Forbidden Science 8%, Drive (Auto) 50%, Forgery 40%, Law 35%.

Description:

Some people are just inconspicuous. You forget their names, their faces. They simply disappear in a crowd. Tony Castelo is such a person. Despite being taller than average, he never draws any notice and is difficult to describe: "White, tall, short hair. No facial hair. Not fat or skinny. Nothing weird about him. Plain." This will be the kind of description the investigators will get from any possible eye witnesses.

No matter how difficult it is to describe Castelo, once you have had "business" with him you won't forget him. He never leaves any doubt about being willing to follow through his goals, no matter what the other side wants.

Castelo fought his way to the top of Drakestown's red light industry. He started as errand boy in the brothel where his mother worked, later he was a bouncer and money collector, until he returned to the scene to become a pimp working his own prostitutes. He took over the Red Rose from its former owner and made it what it is now. One day he noticed that he had a secret ally; he was warned of raids in advance, competitors disappeared, business partners were suddenly much more willing to make concessions. The Network had its eye on him.

Later he received small tasks to fulfill. At first he hesitated, but after talking to some Network minions, who revealed a few details about his secret allies, he

hesitated no longer but carried out all tasks as quickly as possible and to the letter.

The production of the film was the first big task he was to carry out for the Network and also the first for which he wrote down the orders under telepathic influence. Since those two nights, which he remembers only vaguely, he desperately thinks about how to get out of the net in which he has been caught. However, he is not so stupid as to refuse to carry out the orders.

ERIC SHOREY

Thug and henchman, aged 27.

STR: 16 Move: 3
CON: 16 HP: 30
SIZ: 14 Dex SR: 3
INT: 10 DB: +1d4
POW: 07 SAN: 30
DEX: 11
APP: 13
BRA: 15



ATTACKS:	ROF	A%	PV	DAM
Punch	1	75	+0	1d3+1d4
9mm Glock	3*	55	+0	1d10
MK221 shotgun	3**	45	+0	3d6+3vsCON

*10-round magazine

**5-round magazine.

Armour:

None.

Augmentations:

Auto-Injector, x2 Fast drug + x2 Combat drug (Cyber), Eye Light System (Cyber)

Skills:

Credit Rating 15%, Demolitions 45%, Dodge 35%, Drive (Auto) 55%, Law 10%, Locksmith 25%.

Description:

Shorey's appearance is that of a typical bouncer: geometrical short hair cut, thick neck and upper arms that would pass for legs on ordinary people.

When he still was a member of some street gang he always was pretty high up – normally he was the right hand of the boss. However, despite that he knows what he wants and despite that he lets nothing get between him and his goals, he has never been on top. There has always been someone who was smarter or a better leader. He often tried, but he was never number one. Nowadays he tries to make sure he at least is always number two, no matter where.

Shorey is Castelo's right hand. He represents him in the club and does all "muscle jobs" for him.

KARL FORESMAN

Store clerk at Plastic Gifts, aged 23.

STR: 10 Move: 3
CON: 11 HP: 22
SIZ: 11 Dex SR: 3
INT: 14 DB: +0
POW: 12 SAN: 55
DEX: 12
APP: 10
BRA: 10



ATTACKS:	ROF	A%	PV	DAM
Punch	1	50	+0	1d3

Armour:

None.

Skills:

Accounting 15%, History 30%, Library Use 50%, Other Language (French) 35%, Persuade 10%, Psychology 15%.

Description:

Karl is a skinny young man with thin goatee and baggy clothes. He lives with "his part-time girlfriend" (as he likes to call her) in a shared apartment and tries to live his life convincing as many people as possible of his current political opinion (not very successfully). He went to college once, but didn't graduate when his parents stopped paying the bills. Since then he's held many different jobs. He has been working irregularly at Plastic Gifts for almost a year now, while doing several other jobs as well.

Y'GOLONAC AND HIS AVATARS

The Great Old One does have the same game stats as his avatars. However, the Keeper should make it clear when describing him that the creatures the investigators know from the video and Stockwell's house are different than the monster that tries to come through the screen. The avatars are former men with disgusting, bloated, sweaty bodies, lacking heads and with maws in their palms. They are creatures of the Mythos, but they are definitely a different experience than the god himself.

The creature on the original Super 8 film is even more terrible and inhuman than the avatars. Y'gononac is bigger, his flesh is discolored, spotty and covered in a rash from lying all the time. Fluid saps from his rash wounds, huge dark haematomae cover his legs and butt. When his hand reaches through the screen the stink of an open mass grave filled with pest victims spreads across the room.

CHILDREN OF Y'GOLONAC

In the dark, the Children of Y'gononac could be mistaken for ordinary children with heavy skin problems and small deformations. Seen in light, one can see that their faces lack eyes and tongues, and the palms show maws with sharp teeth.

Most of the Children are stupid — practically total idiots. Outside their own world they react confused and attack every being they can get their hands on — literally. Some of them have a special link to their god — their world — and try to bring the others to safety and back to their world. These priests sensed the special connection between Castelo and their god and allowed him to lead them into the Steamer. The other Children follow them mindlessly, since they didn't know where to go.

These creatures might be stupid, but they have a good survival instinct, which helps them to adapt to our world. They might survive for a long time with the help of their priests, as long as they don't fall victim to the Ghouls.

STR: 07 Move: 10
CON: 11 HP: 16
SIZ: 05 Dex SR: 3
INT: 03 (06) DB: -1d6
POW: 09 (13)
DEX: 11
HF: 0/1d4



The values in parenthesis are for the priest.

ATTACKS:	ROF	A%	PV	DAM
Bite	1	30	+0	1d2+DB

Armour:

None.

Skills:

Listen 80%, Scent 80%

Spells:

None.



APPENDIX B: HANDOUTS

CASTELO'S NOTES

Y'golondac, Lord of the Labyrinth, the headless God of a headless society, Lord of Lust and mindless devotion, sits in his prison and waits to be freed. The time has come to liberate him and you have been chosen to organize his liberation.

The film has to be filmed at a secret location. If you do everything right Y'golondac will take over control of the man and express his message through him.

The copy must not be digitized, just like the original film is not to be recorded on a digital medium. Only a direct and analog copy guarantees that the film keeps its powers.

When a person watches the film, the seed of Y'golondac is planted within him. Y'golondac can then use him as an anchor in our world and we can pull him along this anchor into our world. Don't fear, he is our God and will be kind.

As soon as enough people carry the seed inside them, select 15 of them and show them the original film. Keep enough victims around, since even if the God is lenient towards us, he nevertheless needs many sacrifices or his rage will come to you and our city.

WAR WOUNDS

by Garry Cooper

War Wounds is an introductory game aimed at a group of 4 players. This game, however, can be modified to fit any number of players, or experience levels. For this game it is necessary that the players are ColSec Detectives. They are based in the busy sealed colony of Drakestown, in the star system of HR209, out on the outer rim.

Desperation is the raw material of drastic change. Only those who can leave behind everything they have ever believed in can hope to escape.

William S. Burroughs

In ritual, the world as lived and the world as imagined... turn out to be the same.

C. Geertz

KEEPERS INFORMATION 1

Introduction

War Wounds is the first in a line of games based around policing this large outer rim colony close to the ERC border. During this game the players are introduced to some of the basic elements of life on the colony of HR 209: the locality, the people and the perils of law and order in the Cthulhu Rising NH universe!

It is recommended that at least one player is telepath seconded to Drakestown police force from Metapol. However it is not essential to the story arc of the campaign. Also one of the players should have a homeless junkie by the name of Mackie as an informant (Give the Investigators handout #1 for Mackie.). While this game is the opening chapter for a series of linked games, it can be played as a stand-alone adventure.

To assist the Keeper there is a brief outline of HR209 colony in a separate document. The adventure itself opens with the players entering the main ColSec office for a briefing with their Captain. The players will be investigating the brutal murder of a civilian, and further investigation leads the players to uncover a dark secret about the colonial wars and encounter the corrupting influence of the Forbidden Science.

KEEPERS INFORMATION 2

Back Story

Dr Adam Curren is older than he looks. Much older. He is old enough to remember the missiles falling on his beloved Moscow in the closing years of the 22nd century. He was on the periphery of the target zone, but still close enough to be caught in the red heat of the nuclear fire. He was left for dead, half buried in the ruins of that ancient city. His family were not so lucky. The

flash of unleashed suns burnt away his wife, his beautiful daughters and his world. He remembers, mostly in fragmentary nightmares now, the torn twisted bodies on what remained of the streets. He remembers the charred ruins of once seemingly permanent concrete and stone edifices, and the stillness that came after the sudden storm. He remembers laying trapped under rubble as the black rains fell. He remembers his of epiphany. A thunderbolt realisation of the truth of his own frail existence, and the random, empty, mindlessness that lay at the frozen heart of the universe. A once profoundly religious man, this stripping away of his illusions tore apart what was left of his sanity.

That day the once kind father and husband died forever, and a different, darker man was pulled from the ruins by the desperate and exhausted rescue teams. He became a man obsessed with the fear of the transitory. A man who choose to absolve himself from the impermanent and the mortal. He sought to cheat death by any means possible, to shorn himself of the inevitably of the ending of his existence. As the decades went by he studied medicine, genetics, and the science of aging. He developed a reputation in certain circles for inspired, driven, genius. He was lauded as one of the pioneers in the field of understanding the aging process and the development of anti aging drugs, yet it wasn't enough for him.



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Early in the 23rd century blind chance would give him an unorthodox solution to his problem. During a research seminar at New York Central University, Curren, while idly flicking through the library catalogues in a moment of boredom, came across a reference to a rare book called the Codex Exsecror. (Latin: Book of the Cursed.) Curiosity compelled him to read the text. Despite the limitations of the translating software his brilliant mind grasped the significance of the revelations contained within it. His belief was confirmed, rather than shattered, by the truths he found in the text. A new world had opened up for Curren. From that time on his colleagues noticed he had become more reclusive. He had developed strange theories and odd habits that soon isolated him from the medical community. He practised a mixture of magic and science in an attempt to uncover an "elixir" of life. Eventually he came across the references to the worship of an ancient Germanic deity by the name of Agares. (Actually an outer god.) The god offered its priests long life, but at a terrible cost.

Laboriously he uncovered the secrets of Agares, and a method of achieving immortality by invoking that dark power. The spell involved the creation of a sacrificial cup bound to the creator. The cup is created when an aspect of Agares is summoned and the sacrifice of a son its mother is made. Once created the cup must be filled with the blood of one sacrificial victim every 15 years. This gives the caster 15 years of unaging life. (These sacrifices need not be related to the spell caster.) However should the chain be broken then the caster will die when his years are up. (Even if still relatively young.) The Cup created by the magician must be the cup used for all of the sacrifices. Failure to do so breaks the contract.

Curren performed the ritual on an innocent young woman from the African Bloc. She was desperate for money and a new life in the colonies. He inseminated her artificially and modified the DNA so a son would be born. The ritual was a success and the murder of the young woman and child caused a scandal that rocked polite Earth society. He fled Earth, using a fake ID and vanished out of history. Every 15 years, without fail, he performed the ritual. Usually preying on those that would not be missed.



THE COLONIAL WARS

As time went on the Colonial Wars, fuelled by unrest amongst dissident factions, erupted in the Outer Rim.

The extent of the current ERC border does not encapsulate the extent: or the initial impact of the war. In the early years of the colonial war ERC soldiers seized many UEF outpost and colonies. Often these places would be seized back by determined UEF military action, and it is such an event that is a catalyst for this adventure.

SORENVITCH AND TAYLOR

Vasiley Sorenvitch was an experienced and capable UEF intelligence agents. During the colonial wars he had infiltrated the weapon supplies section of the ERC's Department of War. Yet, one day his luck ran out and he was captured by an ERC counter espionage group. He was sent to a re-education facility on an asteroid base orbiting the small dwarf star off BD B-18 359 (Or B 359 for short).

The facility was being run by an ERC party favourite and an experienced, if controversial doctor, by the name of Jonathan Curren. (This was, of course Adam.) He was now obsessed with finding an alternative to the ritual of Agares and a way of maintaining his life without recourse to the bargain. Largely left to his own devices, and now politically well connected, Curren had an almost unparalleled opportunity to experiment on real living people.

Sorenvitch nearly died in one of Curren's experiment. He was also forced to clean up after several of the Doctors rituals and experiments on body tolerances. He also witnessed the after effects of the ritual of Agares and saw how reverently the cup was treated. His mind was nearly broken by his experiences and he would have died, if it had not been for another captured UEF agent called Mike Taylor. Together they kept themselves alive in the hellhole of BD B-18 359.

However the doctor's reign came to a dramatic end when the UEF cruiser the Victorious dropped into the solar system and attacked the base. The 42nd 's, nicknamed the Ironsides, mission was to knock out the ERC listening post attached to the prison.

During the confusion and chaos of the assault many of the stronger prisoners, led by Taylor and Sorenvitch, revolted against the prison guards. In the noisy chaos of that battle Curren tried to hide in his secure temple. However the prisoners tracked him down and he was mortally wounded by Sorenvitch. As consciousness left Curren, he saw Taylor lift the cup from the altar. However the flow of the battle changed and Taylor and Sorenvitch were swept away by the tide of fighting men. Some of Curren's cronies pulled the good doctor out and raced to the space dock.

Many small freighters and shuttles managed to escape that day as a result of the brave actions of ERC assault ship the Yamamoto. The Yamamoto was running supplies to BD B-18 359 and in orbit. She fought desperately with the Victorious drawing the fire away from the escaping crafts. However the ship was finally destroyed, and the base was soon overrun by colonial marines. But Curren had long fled.

MILLISCI GET INVOLVED

During the clean up, and treatment of the freed prisoners, the marines were horrified at some of the discoveries they made. Millisci soon took over the running of the base and recovered as much data from the damaged computer cores as they could. The freed prisoners were dispersed, and once the base had been stripped of all useful materials it was completely destroyed from orbit. Taylor, however, hid the cup from Millisci as he was strangely drawn to it. He was fascinated by its strange warmth and faint murmurings that he only seemed able to hear. He ignored Sorenvitch pleading advice to destroy it.

Once they were well enough, Sorenvitch and Taylor volunteered to help track down the Curren and his scientists. Millisci wanted to uncover the purpose of the experiments. (The fleeing scientist set off a data bomb in the computer core. All but destroying much of Curren's work.) Taylor and Sorenvitch engaged in three high risk extraction operations in the ERC, however on all occasion the target was killed. True, they had extracted useful information from the scientists via torture, but they had exceeded the bounds of their instructions. They were soon shut down by Millisci and given other low security deskwork in a no where base in the outer rim.

With the cessation of the hot war, and the beginning of the cold war in 2260, Taylor and Sorenvitch were deemed unsuitable for their role. Eventually they were "retired" from the service. They drifted for a while until in 2265 they finally washed up on the colony of HR209 broken, bitter and haunted men.

Taylor took a job working on the asteroid belt that surrounded the gas giant on the edge of the system. He soon worked his way up to senior engineer. His drive and natural intelligence making him a useful resource for the mining company he works with. Sorenvitch, his mind wracked by his exposure to the Forbidden Science, became a reclusive alcoholic who could barely hold his own small repair business running. Life settled into a routine and they both vanished into the sprawl that is Drakestown. However the past is about to catch up with them.



WHAT OF DOCTOR CURREN?

Curren was shuttled back, kept alive by a cryosleep chamber to CD53-570. There, while still under he was tended to. After several high profiles defeats the complex political world of the ERC shifted its foundations. Curren's political friends were deemed traitors. Some were executed, others sent to secluded prisons for those eaten by the political machinery of the ERC. Curren also became an escape goat. He had simply made the wrong friends and his failure to hold BD B-18 359 was merely a useful excuse to hang him by. They brought him around for his trial. He was forced to stand there in full public gaze, confused and dazed, accused and convicted of treason. He was returned to his cryochamber, and sent to an isolated prison on a frozen wasteland. There he remained hidden, kept in as near zombie like state by a regime of drugs and hard labour.

THE AWAKENING OF DR CURREN

In 2267 Curren was pulled out of his torpor by a group of cultists called the Brothers. They had come across references to Curren's work and sought him out for their own ends. Being well connected they found it no problem to have Curren's placed in a Cryochamber and delivered to a secret location in the ERC capital. Torn out of his slumber Curren was brought out into the light blinking and confused. Naked and afraid he was forced to accept the offer made to him in a smooth European Earther accent. "Work for us and we will give you what you want. An immortal life. Refuse and I will return you to the inevitability of your death. Your answer?" Curren accepted and for the last few years he has reluctantly worked for the Brothers, aiding them in their strange researches.

WHO ARE THE BROTHERS?

The Brothers are a wealthy, sophisticated and politically powerful cult of Nyarlathotep. They will become very interested in the colony of HR209, but for the moment they should remain an unknown quantity to the players.

CURREN'S FAILURE

Unfortunately Curren's experiences under the care of the ERC have left him even more unstable. He has become erratic in his usefulness to the Brothers. Curren, fearing (correctly) that they will not hold to their promise, and aware that the time is coming to renew his vows, fled the Illuminatis.

Alone and hunted by the Brothers, his only hope was to find the cup. Desperately he searched for traces of Taylor and Sorenvitch. It has taken him nearly a year but finally he discovered that they had settled on HR 209. He arrived six weeks ago from the start of the game. During that time the good doctor has recruited a local gang of thugs by bribery, and promises of power, to spy and act as his muscle. Slowly he has converted them into a cult of Agares. Filling their heads with the end

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times and the glory that awaits them. He has done this to strengthen his control over malleable minds.

However Taylor is no where to be found in Drakestown, (he is currently working out on one of the asteroids orbiting Redstone.) As Curren was not able to trace Taylor, as his information was vague at best, and he has limited resources, he decided to make his first move on Sorenvitch. Summoning up a creature called the Whispering Darkness (Murdering the transient David Lightly to summon it.) He broke into Sorenvitch's apartment and tortured Sorenvitch for information. Sorenvitch, exposed to dreadful pain, soon broke. Curren uncovered information on Taylor's place of work, his address and the knowledge that he now has a family and, more importantly, he still has the cup. Curren let the Whispering Darkness finish off Sorenvitch, and went back to the gangs base to plan his next move. It is a few hours after this event that the players enter the game.

ADVENTURE TIMELINE

- 2197:** Russian Civil War: Nuclear devices land in Moscow. Curren driven insane by the experience and has a moment of insane insight.
- 2213:** Curren discovers the Codex and begins his descent into the Forbidden Science.
- 2215:** Curren murders Joanne Freeman and her unnamed baby son. The Horrific double murder is a scandal that shocks earth academic elite. Curren vanish into space.
- 2257:** Outbreak of the colonial wars. A Doctor Jonathan Curren, favourite of the ERC separatist, takes over a research base located on an asteroid belt in BD B-18 359
- 2259:** Sorenvitch and Taylor meet in the prison.
- 2260:** Sorenvitch witness a sacrifice. The United earth cruiser the Victorious assaults the base and marine units capture it. Sorenvitch and Taylor join the Millisci team and start a revenge campaign. Curren is tried for treason by the ERC and imprisoned.
- 2267:** Curren is freed and "hired" by the Brothers.
- 2269:** Curren flees the Brothers and begins his search for Taylor and Sorenvitch. The Brothers begin hunting for him.
- 2271:** Monday Jan 7th: Curren arrives under a false id. He makes contact with Mooney soon after.
- 2271:** Sunday 3rd Feb: David Lightly. Transient sacrificed to the whisperer. The Whisperer murders Sorenvitch.
- Mon:** 4th Feb: players begin investigation. If Gavin Earley is caught the whisperer murders him in his cell. The transient John Walter's is sacrificed to the whisperer. Mackie, another transient witness the murder.
- Tues:** 5th: Mackie contacts players for help. Ambush

on lower levels. Taylor arrives on the base.

Weds: 7th Feb: Kidnap of Taylor's family and end game.



THE ADVENTURE

Intro one: Optional

To get a sense of HR209 keepers may want to read the following to their players.

Life is tough on the Outer Rim and it's often dangerous. HR209 is no exception. A single G5 star with two planets drifting around it. The furthest from the sun is a vibrant blood marbled gas giant called Redstone. Its asteroid ring crawls with human industry.

The other is possibly the most populated ice ball in the United Earth Federation. Its called Carlson's Hope and down on its frozen uncaring surface, amongst the alpine ridges of the northern continent; sits the domed colony of Drakestown. Inside the steel grey dome, linked to a square tower topped with a gothic array of comm towers, searchlights and traffic relays, lives around 2 million not so innocent souls. The colony goes down deep into the planet.

Miles of streets and roadways buried deep under the icy earth. Those that live here come from everywhere. Earth, Mars, the ERC and other Rim worlds. Many are looking for a new life, some to sell, trade or to prey on their own. Others are running from something. Many wash up on the shores of Drakestown and stay. The only thing that stops a

place like Drakestown going into meltdown is a handful of poorly paid, overworked Colonial Security officers (often called Colsec) They enforce the rules and regulations of the united earth federation. But ultimately what they do out here is keep the peace and try to bring order into the night.

Monday: 4th Feb. 2271. 8.25 AM.
ColSec Investigations offices. Level 31. The Tower.

The office is a silent gloomy mess of paper, datapads and unwashed mugs. Fellow investigators work over their case notes and files. Everywhere is the stench of instant coffee. Occasionally eyes flick up as you pass and you get a nod of acknowledgment. Mostly people just get on with sorting through their files, or responding to the soft chirping of their Comm links. Last night was a busy night. A bunch of miners, out from the gas giant, caused a small riot in the entertainment zone. A couple of the dead heads refused to pay for their girls. One got fatally stabbed by a local. Also some old down and out in the lowers got sliced open pretty bad, looks like a nutjob. One of the local politicians was on the news this morning talking about "having to tighten police procedures." But then the elections are coming up.

Welcome back to your first day on the morning shift. It's always a killer. For two weeks your team have worked nights straight. Eating bad food, drinking bad coffee and having to talk nice to people you want to shot on principle. You were tracking down some weirdo kidnapping prostitutes; tying them up, drugging them and leaving them unharmed in alleyways. You got a real lead four days ago when he finally worked up enough guts to kill one. He got himself all exited and left his DNA everywhere. A turn out the creep was practising for the Big One on his wife. He's all locked up now, but his wife keeps telling the media how she's forgiven him, and will stand by him. Apparently she's charging E\$3500 for the "full story." Go figure.

Anyway That's not why you are here. Seems the Chief has called you in for another weirdo. The text he sent to your datapads mentioned a badly mutilated body found above a repair shop. Somewhere on level 4 in the rough end of the habitats. Looks like its going to be a real nice day...

THE GAME BEGINS

At this point the players will enter the office of Captain James Anson. A well built 6ft, 52 year old, ex marine gunnery sergeant, with short cut grey hair and steel blue eyes. Anson is a clever and capable man, and not prone to losing his temper. However he sets high standards for his officers and will be brutally direct if an officer messes up badly. He begins the meeting by greeting them politely and offering them fresh coffee. (Something of luxury out in the colonies and a small reward for last weeks successful bust.) He then gets straight to business.

"Okay, listen up. Dispatch received a call 7.33 this morning from an Alexis Chen. She's a resident of the Mullins Habitats level 4. She is a neighbour to a one Vasiley Sorenvitch. She found him dead in his apartment. It's above, so robbery may be a factor. His body was and, I quote the first uniforms on the scene, "pretty messed up."

SOCO are already on the seen checking for evidence. Get yourselves down there and find out whose killing people in my town. That area's trouble so wear your flaks.

The press are already sniffing around the place. So remember "No comment" is the detective's friend.

This is as much as Anson knows at this point, and will get mildly impatient at any fruitless questions aimed at him. If the players persist. He will politely, but icily, say: "That's what we pay YOU to find out."

Once the players leave the office they will have to take the large central towers elevator down into the main police garage. Here they can pick up an unmarked police car. An android named Mark, works here logging in and out cars. He will issue the players with a Chrysler V15 unmarked police car. He is under orders not to issue anything else to the players. (Anson is not in the mood to authorise payment for a jolly in one of the fast pursuit cars or a riot van.)

To get to level 4 the police car will need to take "The Circular." A corkscrew like motorway system that winds around the perimeter of the habitat dome. Because of the close confines of Drakestown all vehicles must use the TCS system while on the "the circular" (see NH encyclopaedia for further details on the TCS) This will make for a smooth and graceful journey through the rush hour traffic. The player's police car is given priority on the busy lanes of the circular. The police car smoothly glides through the rush hour traffic in the silvery semi circular tubes. The sides of the "circular" are covered in holo advertising. The players will see garish images, selling anything from life insurance to the latest album stream by in a multicoloured riot of sight and sound.

Eventually the car pulls off the circular autobahn and into the routeways of level 4. The poverty and decay of this area is immediately apparent. The routeways are narrow with low slung ceilings, cheaper lighting systems and unlike the higher levels cramped and spartan in



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appearance. Here the streets are crowded with people all trying to make a living. Small stalls line the streets selling food, cheap clothing and anything else a buyer may want. Slowly the police car makes its way through the crowded main streets. (At this point the players can actually choose to drive their vehicle if they want.)

Eventually the car pulls into the Mullins habitats, a low rent area owned by a private company. It's a cul-de-sac with the main access way blocked by a black and white police squad car. A group of curious resident's hover round the police holo barrier, as the bored uniform, in his full armour and helmet, looks on. Already the press have arrived and they crowd around the players police car as it approaches the scene. The uniform orders the unmanned squad car, via the TCS, to move aside for the player's vehicle. He then waves them through.

The habitat is a u shaped open space with 3 storey buildings framing the central trash strewn space. Most of the buildings are residential with some shops. Rubbish and debris litter the area and water has gathered in the centre of the "courtyard" from a damaged water pipe. Lighting in the Mullins habitat is broken and giving off a weird flickering light. The players will see another patrol car parked outside the repair shop.

The Telepath, or a the character with the highest POW, should have a sense of foreboding; as if the darkness in the habitats is somehow gathering around them.

SORENVITCH'S REPAIR SHOP

A rather unimaginative name for a rather run down establishment. The front display windows are covered in steel shutters. Graffiti and posters cover the screens. Outside of the main steel door a fully armed, and armoured, uniformed officer, known to the players as Sgt Sarah Kasai, an attractive Afro American, will greet them with a grim face and "Looks like you got a real nutjob, this time."

Her partner: Patrolman Ashraf Mahmoud is just outside the apartment on the first floor of the repair shop.

Kasai/Mahmoud: What they can tell the players.

- They were first on the scene at 7.41.
- Alexis Chen found the body. Turns out she was a friend of the victim. She found the shop door unlocked, no sign of forced entry.
- The woman Alexis Chen is in her apartment (next door) with a uniform officer. She found the door open and went in; the place was "real messed up. She was smart enough to lock the apartment behind her." (To stop looters.)
- Mahmoud is currently guarding the scene.
- SOCO (Scene of Crime Officers) have come and gone. They said the body was torn to pieces. On of the SOCO boys lost their lunch.
- SOCO have removed the body and set up the "Holo stiff." (See The New Horizon volume II for details.)



Inside the Shop

Map 1: Ground Floor

Room 1:

The lighting in this place is dimmed. Many of the lighting pods have long broken giving a shallow jaggedness to the chaos within. Sorenvitch kept his store in a mess. Electrical, and mechanical component litter the floor and shelving. Uniform have set up a small emergency light array, giving enough light for Officers to pick their way through it.

Telepathic player: As the players enter the darkened shop, the telepathic player should be told he/she has a sense of uncleanness in the air. Almost as if the very air they were breathing was somehow dirty. (This is actually the psychic residue of the Whisperer)

Spot Hidden: A player may notice in the dimness a security camera has been torn out of its wall socket behind the counter. (It's actually a dummy camera.)

Room 2:

Behind the counter. Is a till full of cash and nothing much else. (E\$45) A low-tech note pad sits on the top. Job Book. Is written on it. Inside are a handful of jobs from customers. None are recent. (3 weeks ago is the latest)

Room 3:

The main storage and work shop. This is even more of a mess than the main shop. Apart from the steps leading up the main apartment there is nothing interesting here.

The Staircase: Brown painted and boring. With torn carpet covering the stairs up to the apartment. Officer Mahmoud can be seen standing at the top. Silhouetted against yellow light off the police hollow tape.

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He will greet them and let them through. If they ask him any questions he will give the same amount information as Sgt Kasai.

Psychology:

A psychology roll, may notice he looks a little uncomfortable. If the players press him he will say: Don't know really. Just felt I was being watched you know? Guess I'm just a little spooked." He offers an embarrassed smile to the players.

Apartment

Map 1: First Floor

General Description:

The apartment a classic example of low rent habitat apartments built around two decades ago. Small, mean spirited rooms with low roofs to save space and improve heating. 1 main living space with a single bathroom and a bedroom. An open plan kitchen is linked to the main room. It is spartanly furnished with little in the way of personal items. Despite the age and obvious wear of the furnishings the place is clean, if lacking in any identifiers of the occupiers personality. A psychology roll: may indicate that the occupier did not regard this place as home as there is none of the usual clutter of a house.

Room 1: Living Room

As above, but also the room has several opened and unopened bottles of McManus Colonial Vodka. (Generally regarded as brain killer.) Their distinctive triangular shaped bottles, like miniature ruins of Aztec temples, are scattered around the apartment.

Nothing has been stolen. Entertainment systems are still present, etc. The computer, in a little cubbyhole, remains intact. However the metal wall safe is torn open and empty. The safes door lays twisted and broken on the pale carpet.

Investigating the safe: If the players take time to examine it, a sensor reading will show it contained paper and documentation. (It contained some spell books that Sorenvitch seized off one of the targets he killed. The whisperer sensed them and Curren ordered it to rip the door off and Curren took the books.) If the players look for DNA, or signs of weapons/explosive damage they will find none.

The safe door: If the players look at it they may notice (Spot Hidden roll) that the indentations on the door form a strange pattern. With a further spot hidden roll –10% they may see faint traces of patterning etched into the metal around the dents. Microscopic analysis and 3D reconstruction of the "fingerprints" will reveal strange swirling fractal patterns.

The now invisible whisperer is here, it is attracted to the telepathic character and the player should get feelings of being watched by something hostile. Perhaps even getting fleeting glances of some dark shape in the corner of their eye.

Hopefully the players will also be interested in the computer. See the box below.

The Computer.

The only thing in the department that is new is the computer. A state of the Art system tied into the local net. It is encrypted. Sorenvitch was a good agent for the UEF and used much of his encrypting skills to help protect his information. It should be the first indication to the more technical characters (and certainly the technical support officers who the players may offload the computer onto) that Sorenvitch was not just some drunk.

Technical characters may try to break the code, but it will take at least 6 hours. Taylor is aware of the codes and could help the players crack the computer in half the time, but see his stats for reference.

The computer contains the main archives for the Alternative Facts Forum. Sorenvitch essentially ran a small scale Fortean type website with a few dedicated fans, and some contributors. He styled himself as Solar Angel. It has a public side to the site that the players can easily access from another computer. However the files that the players will find interesting are on the encrypted members' only side. Joining the members' only section is not possible, as the person who approves membership is Sorenvitch.

As the computer contains a lot of information that is important to the adventure, it is important not to make it too easy for the players to get into to. Each file should have a separate skill roll.


Know roll: The players may already be aware of the Alternative Facts Forum (AFF's) If so give them the following info.

The AFF is a peculiar website dedicated to the study of alternative histories, odd deaths, conspiracy theories and general weird news. It can be a little breathless and rambling in its style, but it is a popular website.

Handout 2:

His last Email to Taylor. (Mentions Curren and the base.)

Handout 3:

New History from the book of Letters. Gives a rambling explanation of the  rune. Written by Solar Angel. (Sorenvitch)

Handout: 4

The account of the Roman Centurion.

This gives a potted history of the Toatis tribe, Agares and mentions the Whisperer. It also gives some clues on how to stop it.

Handout 5: General research.

Curren has made a lot of searches for Agares on his website. There is not a lot of information and below is a compilation of the known facts from a variety of sources.

Handout 6: Title: The Truth about BD B-18 359

Solar Angels Article: on the BD B-18 359

An unfinished article, on his hard drive.

Also he searches on various website about ERC history, Millisci and various conspiracy theory websites.

Smart players may realise that actually copying the files may give them an excellent source of data for future adventures.

Room 2: Kitchen

Clean. Though the refrigerator is full of pre-packed junk food and the bins are full of packaging. Nothing of interest. None of the knives are out of the kitchen rack, nor is anything stolen.


Room 3: Bathroom

As above Clean. In the mirror cabinet they will find some Blue Meanies (drugs).

Room 4: Bedroom or the main Crime scene

The room is sealed with a steel door overlaid with cheap fake wood. (Common decorations of the early 50s). As the door swished by the smell of blood blasts out assaulting the players noses. As they enter they will catch glimpse of the room. Torn bedsheets. Blood stains on the lighting units. Bloody handprints dragged down the right hand wall from the ceiling to the floor. Torn bloody carpet.

The body is long gone. Removed by SOCO. The HCS is on. The grey holographic simulation of the body parts lay scattered throughout the room. The largest is obviously the chest cavity laying on the bed. The head is separated from the main torso, but laying neatly on the left side of the torso. The fact the SOCO team has greyed out the body parts is a sure sign of the brutality of the death.

On the wall above the bed a large bloody x shape has been drawn. (The blood is Sorenvitch's) The  was painted by the beast on the command of Curren. Again if a section of the wall is analysed the players may spot the strange whirling fractal shapes. There will be no DNA traces or fingerprints anywhere on the body or the wall to trace to a murderer.

Telepathic player:

As they stand looking at the scene the telepathic player will here a faint hoarse whisper, then nothing.

THE INVESTIGATION BEGINS

At this point it is impossible to predict the order of investigation the players will take, but I have listed the obvious leads and where they may take the players. There is a rough timeline, but, of course, it can only be a guideline.

Speaking to Alexis Chen...

Alexis Chen was born to a single parent family in Drakestown and lives by herself in an almost clone copy of Sorenvitch's room. She is a not unattractive forty-year-old Chinese woman who works in the local shopping complex. She is obviously upset and being comforted by a uniformed officer by the name of Aeron Holder. A criminal record check will show she has no criminal convictions. (CRD: is the Criminal Record Database. It stores DNA, Transit information and records of every criminal in the UEF.)

What Chen knows:

- She knows Sorenvitch arrived in 2265. She met him in 2068 in Shady's Bar.
- They used to go there a lot together but since they split, he goes there by himself.
- Until he was threatened last week. (She will mention this as she thinks it is important) A week ago he started having trouble with some local guys. Just stupid stuff. Coming around and threatening him. He refused to call the police.
- Her description of the men will be vague.
- She knows nothing of his previous life. "Except that he hated it."
- They were occasional lovers, but he seemed damaged somehow. He suffered from nightmares and was often moody. He also drunk too much. Which affected his business. But was never violent to her.
- He was obsessed with ancient myths and he spent hours on the net researching old earth religions. He was involved with the conspiracy theory website the Alternative Facts Forum. He was getting really paranoid about things.
- He has a collection of some really weird old books he kept locked in a safe. (She doesn't know the names of them. Just that the shape of the writing on one made her uneasy for some reason.)
- He only really had one friend a guy called Mike Taylor. "I think they both once worked together or something." She met him a few times and he seemed nice.
- Taylor works out on the asteroid belt. He is out there for weeks and may not know Sorenvitch is dead. She will provide them with his personnel Comm link number for the deep space. (Blue 7)

- Taylor is a Senior Engineer.
- She thinks Sorenvitch was afraid of something as she once found a gun under his bed. (Missing as Curren took it. Sorenvitch is not registered for firearms.)
- She knows nothing about his drug habit.

Further Research

Once the players have uncovered a few names like Jonathan Curren and BD B-18 359, they may wish to engage with further research. As with all research it is time consuming and should take several research roles or good role-playing to uncover.

Researching BD B-18 359

A search on the net will reveal:

1. The Astrological Foundation Record: A private website attempting to collate all the known star systems. It has a very brief description of BD B-18 359. The Astrological Foundation Records: A small dwarf star orbited by a planetoid. It is currently in the DMZ. Was known to have been the sight of a battle during the colonial wars.
2. If they investigate the battle.
Military public records.
BD B-18 359: A Small UEF listening post that was briefly annexed in the colonial wars in 2257, then re taken by colonial marines 2260. Listed as a minor action. No UEF casualty figures are given. Though a brief mention of destroying the ERC warship The Yamamoto, with the loss of all hands.

Researching Curren

Researching Curren should be fairly long and fruitless. He has a few brief mentions in some obscure historical texts on the Colonial War. All refer to him in passing as a friend or assistance of other more powerful figures in the ERC.

They may also come up with this snippet from Citizens of the ERC: A history enthusiast website that has been collecting info high ranking ERC during the Colonial war.

A short Bio. Without a picture of Curren.

Doctor: Jonathan Curren. Known to be a favourite of the ERC political party he was awarded for his loyalty and given control of a prison on a small asteroid orbiting BD B-18 359 Seems an odd sort of reward for a medical doctor known for pioneering work on genetics.

Very little else is known about the man other than he fell out of favour with the ERC, after UEF Marines stormed and captured the base. He returned to face trial and vanished from the political world of the ERC.

Going to Shady's Bar

If the players decide to follow this lead, they can get the directions from Chen, or simply program the destination into their police car's navigation computer.

It is a rough and ready bar down on the Newcastle's habitat on level 4. A short drive from Sorenvitch apartment. A lot of Dockers live here and the bars in the area can get pretty rowdy. This bar is full most of the time, and regarded as one of the better ones in the area. The owner, Gail Monroe, (A dyed blonde heavy set fifty something Earther by her accent) will be helpful, but not trusting of police officers. She knows "jerking off" cops is bad for business. So she will help them as much as she can. Mainly because a lot of contraband goes through her hands, and she doesn't want any heat from "The Hassle," (Criminal slang for ColSec). For example in the basement is a fine collection of untaxed malt whiskeys and cigars from earth.

What Gail Knows

Gail is busy and knows a lot of people, as such her memory for details can be a little vague.

Below is what she remembers.

- Sorenvitch was okay. A quiet guy. Just sat and drank. Though he sometimes talked to one guy sometimes. Guy named Mick or something. Didn't see him much.
- He only got into one fight. Last week some kids (4) came in started shouting at him. If asked, what did they shouted. "They shouted something as the bouncers threw them out. Something about some guy wanting his stuff back."
- She recognised one as "Gavin Earley. A loser who works for another loser, Dominic Mooney."

Players can make a know role at this point: If successful they will have heard of Mooney on the grapevine. If they fail, they can simply ask Gail for more info on him, or use their own contacts. In the box below is the most common opinion of Mooney. If the players wish to dig deeper, please refer to his stats where a brief history is provided.

Dominic Mooney: On the Criminal food chain he's somewhere feeding on the bottom. A low rent wannabe that runs a low rent, low class strip joint and brothel called the Freezer. It's up on the brightly-lit Entertainment zone on level 3.

He is known to have committed several petty crimes. He is also suspected of running contraband and holding illegal gambling. He is known to employ several known violent criminals as "Bouncer" and "assistants."

CASE DEVELOPMENTS

This should happen sometime mid afternoon on the first day, or at least before Gavin Earley's unpleasant demise. (See below)

The players will get a call from HQ, requesting that they meet the chief in the morgue. The Morgue is in the main tower just under the police HQ.

After parking the car in the police garage the players will need to take the main elevator to the morgue, a pristine white place full of some fairly exotic medical equipment. In the main office they will be met by their Chief, and Dr Helen Akai, a 38-year-old ethnic Japanese Martian. She is the head forensic pathologist. A fiercely intelligent woman not renowned for her sense of humour.



The Holographic Room

Akai will, at first, take them to the main holographic crime scene room. (Please refer to the New Horizon encyclopaedia, for further details on the HCS)

She will inform them that the following projection was based on blood splatter and trajectories of falling body parts. The HCS will project a reasonably accurate depiction of Sorenvitch's room, if a little fuzzy around the edges. At first the ghostly grey shape of Sorenvitch stands in the centre of his bedroom. It/he is then lifted to nearly the height of the ceiling. The grey shape slowly spins as several cuts tear across its chest. (Depicted by dark patches.) Then sheets of black are peeled off the chest. (The Skin, as Akai will tell the players in a matter of fact voice,) This goes on for at least ten minutes, Though Akai does jump sections, showing the "highlights" as the arms and legs are torn off. (San0/1) Finally his head and torso are dumped onto the body. No one can explain what the hell is going on. The tech supports are a 100% sure that no error has occurred during data collection.

The chief demands that the players find out what the hell is going on, and what can do that. He believes it's probably some form of technology.

They will then be taken down to the "racks" the area in the morgue where the bodies are stored. Holographic faces id'ng the occupants look out blankly from the large pull out drawers that cover the walls from floor to ceiling. Each one a dead face staring out into eternity. While most bodies are incinerated they are all kept here prior to processing.

The Pathologists Report

The white plastic covered body of Sorenvitch is laid out on the main medical table, across from this another stands with a similar plastic sheet covered body.

Akai, after a warning, will reveal the body. SAN loss 1/1d4. In a matter of fact voice she will report:

- He died around midnight.
- The victim's skin on his chest, arms and legs was removed over a period of fifteen minutes while the victim was still alive.
- He suffered severe blood loss.
- Chemical analysis of the cortex indicates he was in an extreme pain. (any "no shit" comments from a PC will earn a glare from the Doctor)
- Traces of bruising around the head and shoulders indicate some form of violent impact. But it didn't kill him. She linked them with the Holographic crime scene when she noticed impact marks on the ceiling.
- His arms were torn out of the sockets, as was his legs. This occurred after he was skinned, but still alive, though very probably he had passed out at this point.
- His ribs were sliced open by a sharp non-metallic weapon.
- The sheer strength needed to perform that is not possible in one human.
- Ultimately he died of shock and blood loss.
- His spinal column was torn out after death. It's missing.

Once the players have discussed and digested this information. The Chief will nod to Akai and tell her to show them the "Other one."

The Second Body

- This body is a one David Lightly (34). A drug addict and transient found murdered the same night as Sorenvitch. While his body was not mauled as badly as Sorenvitch, his spine was also removed after death, and is missing.
- The body was found in the steamer, nowhere near Sorenvitch habitat.
- He appears to have been held down by multiple assailants. This has been determined by the bruise patterns.
- The doctor believes he died an hour before Sorenvitch. He was beaten up and had his throat cut.
- The other interesting fact is there appears to be no foreign DNA, or particles to indicate who killed him.

(David was killed by Curren, with the help of some of the gang. To summon the Whispering Darkness it is necessary to take a life. The beast devours the spinal column.

At this point the chief will inform the players they are also taking on the investigation of this case, as it seems connected with the death of Sorenvitch. Two murders involving the removal of a spine just “doesn’t happen by coincidence.” The files have already been downloaded onto their datapads. The files are the usual collection of low life statements that saw nothing and heard nothing

Speaking to Gavin Earley

At some point the players will probably want to speak to Mr Earley. He is, after all, a definite lead. And the chief, once he has seen the daily report, will want to know why they’ve not questioned the man that was seen threatening Mr Sorenvitch a week before he was killed.

FINDING GAVIN EARLEY

The players will have a couple of choices: Use a criminal contact to trace Gavin. He is pretty low down on the pecking order and it’s possible the contact has never heard of him.

Go direct to Mooney. (Please refer to the section on Mooney and the Freezer.)

Search on the police Criminal database: They will come up with 2 G Earley’s. Only one is a Gavin Earley arrested and fined for carrying low risk narcotics in 2170. It cites his place of work as the Freezer and gives his address as level 4 floor 3 Santiago Springs habitat apartment 3a.



Gavin's Apartment

Santiago springs is a pretty scruffy neighbourhood, but at least the lighting is working. The lift, however, is not. The players will have to walk up the urine soaked, trashed strewn stairwell to the third floor. No one seems to be around and the place as an eerie “just left the room” quality about it.

The door to Gavin’s apartment, one of four in a dirty over lit corridor, is a standard cheap metal door common in the lower levels. Once the players are close to the door they can hear the faint sound of discordant music.

There is no answer from inside, however the players hear the music system being switched off as they knock/press the bell. Gavin will refuse to open the door at first pretending he is not there. (He is none too bright!)

This habitat is owned by the UEF (as the landlord) directly and the police can enter without a warrant and search. Technically Gavin cannot be arrested, as there is no firm evidence linking him to the murder. However the police do have a right to demand access to UEF property.

Getting In

1. The door has a low quality electronic lock. Tech skilled characters can attempt to open the doors with the appropriate skill rolls. The lock is fairly easy to override.
2. Or the players can force the door with a “key.” A downloadable program from the police computer core via their own datapads. It can override the lock software. This can take at least twenty minutes, however and still requires a successful computer use roll.
3. It is very easy tricking the moronic Mister Earley. He is fairly gullible, and currently high, and with the right bit of role-playing can be fooled into opening the door.
4. Or the players can simply blow (or Smash) the door off its hinges! (AP: 2, HP: 15) If the players use explosives and don’t warn Gavin that they plan to do this, then he will take 1d6 damage as he is blasted off his feet. This is the option the SFU (Special Firearms Unit) will opt for if they are called into assist. (Though they will warn him and he will dive for cover.) Excessive use of police explosives (or Gunfire) may raise some eyebrows however!

Arresting Gavin


Gavin is waiting inside with a shotgun: He is terrified, paranoid, unstable and high. He has taken some Betas to calm himself down, when “the hassle.” arrived. He will attempt to resist arrest. Use the stats for the Gangsters/cultists below but subtract 20% from weapon skills as a result of his drug taking. Also his INT is 8.

If he survives the arrest, he can be charged with possessing a non-registered fire arm, attempted murder of a police officer, wounding or murdering a police officer

(if he actually hits someone), possession of drugs, possession of illegally copied Holograms (see below). Or if the players really want to be petty, not allowing a representative of the UEF to enter UEF property.

Searching the Apartment

The usual spot hidden rolls to search through the befouled apartment. It is a one-room apartment with a separate bathroom that would get a cockroach demanding a change of room. Filth is everywhere and the smell is all pervasive. It will take around forty minutes to search through the dirty clothes, rubbish and general disarray to find not very much.

However one thing that is noticeable is the large red  painted over his stinking bed.


Finds

- E\$23 in small notes.
- A quantity of drugs of various classifications.
- Stolen credits cards.
- A wide and eclectic selection of Holo porn. (Not illegal as such, but Gavin has illegal pirated copies.)

Questioning Gavin Earley

Depending on the State of Gavin after his arrest will depend on his ability to answer questions. He will be stoned for a few hours but the ColSec medical team can inject him with "cleaners" that will sober him up quickly. Stoned or "normal" he will talk in a rambling way, about the "Watcher in the dark." "The Shadow of the wood that will protect him." or "the cleansing thunder." Otherwise nothing much else will come out of him. After a while he will clam up in fear and refuse to speak. However if the players make successful interrogation rolls (or through good role-playing) they may get the following.

What Gavin will tell them if the players ask the right questions:

- That he not just some loser, but he a warrior now. He has Agares on his side. And the police can't touch him. (Despite all evidence to the contrary.)
- His master is looking for a sacred object stolen from him, and that Gavin was put here to help him. "It's like my destiny, hassle."
- Who is the master? The one that saved us. The one that came from the ERC.
- "Sorenvitch was an Arsehole and deserved to die!" (He will realise he has said too much and shut up at this point.)
- If asked about the  he will only say. "It's the sign of my protector, he will come for me." And that's all he will say.

THE DEATH OF GAVIN EARLEY

Later Curren, fearing, perhaps too late, that the Gavin will say too much, kills another transient to summon the Whispering Dark to silence Gavin. It will manifest in Gavin's cell and shred him. He will die a terrible screaming death. The tattered remains of his body will cover the interior of the cell in a bloody mural of pain. His spinal column will be missing.

As this happens the duty officer will raise the alarm and try and get in. (The security camera went out before the beast appeared. So no one knows what is actually happening in the cell.)

The creature uses part of its bulk to hold the door closed, preventing them from getting in. If the players are present they will hear the alarm and the call for assistance in the cells. If they get to the door the Telepathic character will feel physically sick. (POW vs. beastie POW to avoid being temporally knocked out by the whispering in the head and the strange visions.) The rest of the players will hear the screaming, begging Gavin. After what must seem like hours as they struggle to get in there is a sudden silence and the door slides open.

Inside the cell is a slaughterhouse. The Whispering Dark has long gone. (SAN loss 1/1d6 for the full experience.)

At this point the police HQ will be officially spooked and rumours about the case being Satanic will begin to spread. This may be the 23rd century but people can still be superstitious. However many of the Colsec team, including Anson will look for more mundane explanations. Word may get out about the murder in the cell, and the press will start being a nuisance.

The following morning another transient will be found in the lower levels called the Steamer. His throat cut and his spinal cord missing. (John Walters, 52 year old white male.) The press will have picked up on this and the players will be greeted by news reports on the "Homeless Killer, a serial killer?" on the news channels. The press at the keeper's discretion may well bother players. (This will be the catalyst for Mackie to call one of the players, as Walters was a friend.) If Earley was killed prior to arrest and the whispering dark was not summoned then exchange Walter for Lightly.



INVESTIGATING THE FREEZER & MOONEY

The Freezer is located in the outskirts of the entertainment zone, an area of whirling carnival colours, bright holographics and noise. Where any form of legal, and if you know were to look, not so legal forms of entertainment are available. Music, of all types, leak out onto the crowd streets from bars, casinos, strip clubs, brothels, cafes and restaurants. The only thing that matters here is how much money you have to spend above the crowds automated holographic advertisements echo out across the zone, adding to the background roar of human life.

The Freezer is no where near the more classy and expensive centre of the entertainment zone; it's on the outskirts. A poorly illuminated sign, with a fuzzy hologram of a dancing girl, erratically moves, occasionally winking out of existence. Two bouncers block the doors but don't seem too choosy about who enters.

No matter the time of day there will be a crowd. Mostly full of the more poorly paid of HR209.

The bouncers will not stop the PCs if they flash their IDs. As the players pass a successful listen roll will pick up a whispered conversation into a commlink. "Boss. It's the cops."

Inside a hazy red light suffuse the room, cheap furniture bolted to the sticky floors with the smell of cheap alcohol and cheap sex everywhere.

Tired and bored looking working girls dance listlessly to the deafening base rhythms that slam into the players as they enter. But then no one comes to the Freezer to talk.

At the bar the barman will deny Mooney is in the club. Flashing the badge or getting heavy handed will intimidate him, however, and he will soon click the commlink behind the bar. They will hear Mooney's syrupy tone southern states of America drawl, inviting "Colsec. finest" to come and see him. There are plenty of petty drug violations and even health licensing laws in this place and Mooney doesn't want to draw too much attention to himself.

Mooney will be in the back room playing a good old-fashioned game of poker with some cronies. Bottles of expensive imported single malt whiskeys litter the table. The smell of real coffee tantalising the players. He is surrounded by four of his lieutenants who will get up from a nod from Mooney and go into the main bar.

In the corner, mumbling to himself, rocking gently in the corner is Curren. If the psychic player tries to read Curren's, or Mooney's, mind they will feel a sense of profound dread and hear the faint whispering with a sense of something dark and menacing rearing up behind them. Turing they will see nothing, but the whispering will remain in a subdued way slowly fading. But the "noise" will block out any attempts to read Curren's or Mooney's mind.

If they speak to Curren he will merely give them a strange smile and giggle. He will refuse to speak to

them. If they ask for his ID they will get a card saying. "William Martel." If they check the, and it will take at least three hours, and a successful research roll they will find it's a fake ID. They have no reason to arrest Curren, and Mooney owns this place so the players need a warrant to search. However there is nothing incriminating Mooney to the murder anywhere in the Freezer.

Questioning Mooney

Whether they question him in the bar or not he will give the following info willingly. Also a psychology roll will reveal he is cautious but not afraid of the police. He has a southern US accent and drawls slowly. If it looks like the police suspect Gavin was the killer (and he is dead). Then Mooney will try to steer the players in that direction.

RE Gavin:

- If they have not arrested Gavin. He will tell them he fired him a few days ago for stealing from the till and happily give them his address. (lie)
- He will look surprised if they link Gavin to the murder of Sorenvitch and say, "No, Gavin's a dead head, not a killer!"
- He will also say Gavin was a junkie. "I suppose he was bound to crack one day, and hurt someone." Shamelessly contradicting himself.
- If Gavin is dead at this point and the players tell Mooney, he will shrug and say. "Guess somebody somewhere must be crying for him." And then smile an unpleasant smile.

What Mooney will tell them Re Sorenvitch.

- Mooney will of course deny his boys had anything to do with the death of "Sorensomethings?, Sounds Russian."
- If they "remind" about the incident with Sorenvitch and the gang in the Shady's. He will fake surprise "It was that guy!" He will mention that one of his boys got into an argument over some shoddy goods they bought off him. But my boys don't hurt people.
- He won't remember which boys had the argument, but promise, with an arrogant smile, "to check around. Always happy to help the police."
- If they ask any other questions he will pretty much say he hasn't got a clue, or not heard about that. While he is not the brightest criminal in the colony, he isn't stupid enough to admit anything.
- If they ask him about the gun found on Gavin, he will claim they don't carry guns, "That's illegal without a permit, officer."
- If the players get rough some of the bouncers come in with baseball bats. However Mooney will order them to back off. Then, once the

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players have left, he will place an official complaint with Colsec.

THE CONCERNS OF MACKIE (PLAYER CONTACT)

On the morning of the second day, sometime after the discovery of the body of John Walters. Mackie will call the player who's his contact in a worried voice and ask to meet him down in unit 1. Unit 1 is a drug house in the Steamer.

The Steamer...

Down in the dark, poorly lit corridors of exposed steaming pipes, near the warmth of the main core; the homeless, the desperate, the damned and the dangerous make their home. Here criminals from the upper habitats come to make their deals and it's a dangerous place to go alone.

The players will have to drive down to this level then walk through the corridors and airshafts of the Steamer. They will have access to a hand held digital map to help them navigate through. However the area is potentially dangerous and if they tell the chief where they are going he will insist they take two SFU officers as back up. They will also be given full body armour.

As a rule and the players will not be harmed unless they make themselves appear vulnerable. ColSec comes down HARD on anyone who messes with police officers. Besides no one wants the uniforms crawling all over the place.

Unit 1

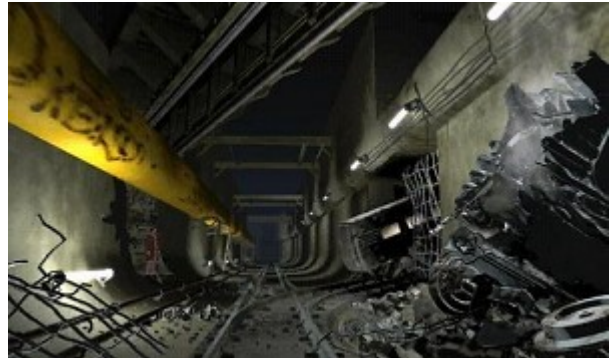
Unit 1 is not a bar; it's a drug den large empty. Located in a large cavity in the bulkheads, it is a place that gets used to take narcotics and shut out the world. Inside there are no furnishing other than mattresses and plastic and metal cargo boxes.

A curtain covers the entrance, inside loud music thumps out and dead eyed people slump around the dank space. Everywhere is the stink of desperation and failure. What little murmured conversation there was falls silent as the players enter. They will, if they ask around (communication skill roles may be needed), find Mackie buried, half asleep, under a pile of blankets, semi conscious and dazed, he has taken too many Betas in an attempt to forget the death of his friend (John Walters) and his own fears.

A first aid check will show he is dangerously close to overdosing and needs medical attention. (He witnessed the sacrifice and it heavily traumatised him, so he fell back on his one comfort.) An ambulance will not be able to negotiate its way through the steamer, so the players will have to manhandle him out and get him to a roadway.

However the word is out amongst the homeless that Mackie saw the whole murder and can point the finger. Mooney has been warned by some of his contacts and

sent some of his men to kill Mackie. Mooney asked for the Whisperer to be sent, but Curren refused as this was exhausting his MP. This death squad is right behind the players. Normally they would back off after seeing the police. But down here in the dark of the steamer, and the courage given to them by their new found belief they will try to take on the players.



The Ambush

Map 2:

The Goons will wait until the players enter a relatively open area. (See ambush map) In the narrow and dangerous confines of the steamer the players will be attacked by six heavily armed men, most crouching behind old abandoned tool crates or pipes. Two will be up on an elevated gangway with a good view of the players as they enter the ambush space. (However this section is only lit by dim red emergency lighting. (-15% for shooting or spot hidden skills. Obviously if the players have night vision then no penalty can be applied. SFU officers always carry a pair of night site goggles when on duty.)

Combat here is risky as many of the service pipes contain flammable chemicals. It is also easy to hide in the vast array of pipes and service tunnels. The map does not depict the full clutter of the ambush zone. The area is covered in trash and debris, pipes cover the walls and some intersect across the open space. Assume that the players will have some cover (pipes/rubbish piles) to dive behind.

If a player or bad guy roll a 90% or over they have hit one of the pipes contain explosive materials. Damage: exploding pipe: 1d6+2

The players may have to engage in a running battle, with the sick Mackie, through this space. Essentially the steamer is largely unmappable, a chaotic twisting system of tunnels, service ladders (and yes ventilation shafts). If the players flee into the steamer, chose whatever is the most dramatic and appropriate for your game. (Running into dead ends, huge gaps in the flooring to be crossed, etc.)

After effects of the ambush

If the players survive, the dead ambushers will be identified as (Aeron Wexler, Paul Caruso, Lee Hu, Daniel Wong, Christopher Jones and David Boston.). All

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Mooneys "boys." If any survive they will also refuse to co-operate with the police and "lawyer up."

However if the name Agares is mentioned they will look shocked and talk vaguely about the strange man that showed them strange places. They will mention that Curren promised they would be gods. They will then refuse to say anymore.

The Chief will demand a search of the freezer and a full police raid will take place with the SFU. However Mooney, Curren and most of the gang have fled to their secret base in the Steamer. Leaving behind some confused prostitutes standing outside a locked nightclub. Everything of value has been taken. The search will reveal the usual array of drugs one or two firearms, but nothing out of the ordinary.

Questioning Mackie

In some ways Mackie will provide the players with the most useful information. Once he has been treated for OD'ing it will be a couple of hours before the players can question him. What Mackie knows:

- He witnessed the kidnap of his friend and the murder plus the summoning of the whisper. He was sleeping in a conduit, he heard the struggle and observed it secretly. He saw the whispering dark and will babble about a weird black thing like a storm cloud all whispering and chattering. He ran for it.
- He knows that "Mooneys boys have been buying all sort of stuff since some weird guy arrived. Guns and drugs. One of them told me the news guy name was Curren or something like that."
- "Mooneys got some kind of hideout down there. I've seen the place. Near the coolant fans. It's used to be an old maintenance building, but they have welded metal on all the doors and stuff. There always a few of them there armed with guns. They are planning something big; they're after something. Something stolen."
- "People have heard weird signing and chanting and stuff. Looks like they got some kind of religious weird thing going on."
- They have seen Curren poking around the Steamer. "One of Mooney's boys ran for it, after he saw some weird shit, he's gone somewhere now. Reckons they guy could do things, weird things not like a psychic but kind of like a magician."

THE ARRIVAL OF MICHAEL TAYLOR

At some point early on the second day Michael Taylor will arrive and make contact with the police offering to help them. He took time off due to "compassionate reason" and returned home on a transport shuttle. He is of course contactable on the asteroid and the shuttle, and can provide much of the below information at any point in the adventure. If the players have not contacted

by the second day he will directly contact them. Dispatch will put him through the player, where he will invite them around to his home up in the dome.

The Dome is the uppermost level of the habitat dome and is a very open airy and green place where land is of the premium and the wealthiest of the colony live. Obviously Taylor is doing well for himself. (His partner is also highly paid and they can afford a home on the Jersey Habitat area. A leafy suburb and a largely upper middle class area.)

Taylor will appear friendly and affable, willing to help the police upset about the death of his friend. In reality he is possibly the most dangerous character in this adventure. Over the years he has been both repelled and fascinated by the cup of Agares. Ignoring Sorenvitch pleas to destroy it he spent decade searching its meanings and found more than he had dared to tell his friend. Slowly but surly he became corrupted by its taint and now desires the immortality it can give him.

He has already made a cup out of platinum and is working himself up to the sacrifices. Two years ago he married a woman called Janet Springer who works as systems analysts for the colony. They have a six month old son called Danny. Once the sacrifice is complete he will simply vanish from HR209. Using a fake ID and his own skills developed as an Intelligence officer, he will simply vanish.

If the players get to visit his lovely home play up the general niceness of the whole family and the helpfulness of them. Janet will be friendly and Taylor will offer to make the players omelettes. (Real eggs you know!)

What Taylor will tell the Players:

- That he was in the marines in the UEF. (a lie that can be verified by checking police data on military personnel) If pressed he will admit he was in intelligence. He was captured and held prisoner on BD B-18 359 by the ERC and that's where he met Sorenvitch. "we helped each other keep alive in that place." (True)
- The ERC was brutal to its prisoners. However the Ironsides (nickname of the Marine unit that rescued them) got them out of trouble.
- If they mention anything about the a cup or Tarenis he will simply say no, but mention that the head Doctor was some kind of "Nut job" into some strange occult stuff, and that Sorenvitch saw some things that upset him, but he never told Taylor what it was. (Lie)
- He will mention Sorenvitch unhealthy interest in the occult and conspiracies.
- He will claim it was Sorenvitch's way of finding meaning in the chaotic.
- Taylor is aware of the whispering darkness, but of course pleads ignorance to the players.
- If he is accused of murdering Sorenvitch he will point out calmly that he has been on a rock orbiting a gas giant for several weeks.

- He will admit getting the emails from Sorenvitch; he didn't reply as wanted to speak to him directly to encourage him to get help. (Lie)

CURREN'S PLAN

After the ambush, Curren is becoming aware that things are getting out of control, and decides on a swift resolution to the situation. He knows the location of Taylor's family and has had the house watched. He has ordered Mooney and his gang to vanish into the steamer and begin preparing for their "Destiny."

Whenever the Keeper deems it appropriate to the pace of the game. Mooney's boys will (killing any police Guards if the players insist Taylor's family have one.) kidnap Mrs Taylor and her son as they she drives to work, on the next day. (At work there is a crèche) The dramatic kidnap will be reported by concerned citizens and the circular security footage will clearly show the "Chiselled" van forcing Janet's car into a lay-by. Masked men drag her and the child out, and they bundle her into the van. The van then drives via the lay-by at full speed down towards the Steamer where it is abandoned near a large air vent. The gang vanish in the depths of the Steamer.

Curren then contacts Taylor directly and demands the return of the cup. Taylor contacts the players directly. To the police he will play the terrified husband, at this point he will level with the ERC spy involvement, and talk about Curren's strange habits. He will not mention that the cup is essential to Curren's life, he will look surprised at such an "odd claim."

SO WHERE ARE THE GANG?

If Mackie is still alive he can show the players, or they will have to search the Steamer themselves, or use their own contacts to track the base. If one of the gangsters from the ambush is still alive then the judicial services will authorise a forced telepathic scan. Amongst images of strange rituals and the odd Curren, the telepathic player should have a good chance of uncovering the base location. (See psychic abilities for the rules)

CURREN'S TACTICS

Curren knows he is fully committed now. But then he knows his time is getting short as the Brothers are closing in on him. He needs to get the cup and get off the planet as quickly as possible. He has prepared a surprise for the police.

He has instructed Mooney to wire the base with explosives and traps. He has also wired Janet and Danny with explosive devices. He has a hair trigger switch that he can use to remotely detonate the devices.

Once he has the cup, he plans to blow up the hideout, as he escapes through the use of a vanish spell. He believes (correctly) that the police will assume he is dead. He has hidden the box necessary for his escape

on the orbital platform. From there he hopes to smuggle onto a ship or at least hijack one. He is quite insane and believes this plan may work. He has not considered much beyond getting the cup back.

Once he has Taylor's family: He will demand that Taylor will come to the hideout with the cup. He may also demand to speak to Taylor directly. The vocal confrontation between these two powerful magicians should be handled with care by the keeper. Remember: Taylor is cool and dangerous, while Curren is now completely unstable and erratic. It is possible that Taylor may trick Curren into showing his hand too early.

Curren will try to get Taylor to come and bring the cup, so he can kill him. If the players somehow prevent Curren from blowing the base. He will flee into the inner temple. (Where Taylor's family are.) He will invite Mooney in for a "special mission." He will Taser Mooney cut his throat and summon the whisperer. He will order it to attack the police. During the confusion he will try to kill Taylor's family and then vanish to the orbital base.



TAYLOR'S TACTICS

He knows that if he goes alone into the house with the cup he will be killed. He will attempt to forestall this.

Curren wants revenge on Taylor, but wants the cup more. Good role-playing by a player may persuade Curren to allow Taylor to be exchanged for a police officer. A player character may then bring the cup to Curren.

The player will go inside, see the explosives around the area. Curren will take the cup off them, smile and begin the vanish spell, holding aloft the detonator. The player will have seconds to react...

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Taylor, actually, has nothing to lose at this point, but he does want the return of his sacrifices. He doesn't need Curren's cup. He has his own ready for the spell. He won't break Curren's cup as Curren will not die instantly and may kill his sacrifices. However: If all else fails he can always get a new partner, and, hopefully a new family.

The longer this confrontation is delayed the longer Taylor believes that the police may make a leap of logic and figure out his plans. He reasons it is best to force a confrontation with the police and Mooney's thugs. He is sure that the police will outgun the thugs and that Curren may also be killed. (Taking any knowledge or clues of Agares.) If he is lucky he will recover his family.

If it looks like a slow siege is unfolding, Taylor will go and sit in one of the squad cars to "calm down" and cast a Stench of the Grave spell on one of the Cultists guarding the main entrance. The guard will see the police rush forward and the resulting gunfire will have Mooney's boys shooting. The police will have to go in at this point.

THE HIDEOUT IN THE STEAMER

Map 3:

The hide out is located in an old evaporator chamber. Where once it was full of water, now it is a large empty space deep in the Steamer. Mooney's boys have cleared a space in the cluttered chamber and set the base up in an old access tunnel. Effectively creating one way in to the base. It is not possible to bring vehicles down into this part of the Steamers and the SFU units and police backup will have to walk down to this section. It will take around 20 minutes.

The Perimeter:

A 2.5 meters high metal wall made of sheets of scrap metal welded together. Razor wire tops it. Wall: AP: 10, HP (per sheet) 40. However due to poor construction a good hit with a rocket launcher will knock out a sheet from the wall. The welding will split, and the concrete foundation in that part will crack, causing the metal panel to first buckle then tear itself way under its own weight.

Perimeter gate:

Two guards stand behind the gate. Using a platform above the gate to look down at the police lines. They are relatively exposed, but are wearing armour. (It is one of these guards that Taylor casts Confuse Mind on.)

As the perimeter wall but: AP 5, HP 25.

Compound:

Inside the compound Mooney has set up a small killing zone, by using piping and machine part in an inverted v pattern. This section will be manned by a minimum of 5 thugs in the centre area and 4 thugs on each of the other sections.

However Mooney is no tactician and has given too little space for it. Also he has placed the entrance of the main door opposite the gate.

If the players don't figure this out, then give them a tactics roll. A sprinting (and lucky) police officer could cover the distance quickly. Especially if covered with gunfire and smoke.

If the players stall, SFU will suggest throwing smoke grenades into the area and use their Infrared goggles to pick off Mooney boys, as a small squad sprint through the zone. Mooney boys do have respirators to protect them but the poor vision will cause them to lose 15% off their shooting skills.

Horror/level	Description	SAN
Cryptic Blood/1	Sometimes, when blood is split, it forms itself into significant shapes.	0/1D2
Flowing Darkness/2	The darkness moves, flowing like inky water to hide those who worship it. Cultists and other enemies gain a +20% bonus to Stealth tests.	0/1D4

The Building:

General: This building is a jury-rigged mess of steel and old parts. It is grubby, dark and pretty ugly. The workmanship is appalling and it's all pretty flimsy. Inside is no better.

Room 1: The Common Room.

The remainder of the gang will be holed up in this section. If things get desperate for them Mooney (who also has a detonator) may detonate the explosives. The door into the building is a light steel construct and has 4AP/20 HP

Their heads filled with apocalyptic images of the return of Agares and the end times. They honestly believe they have a chance against a determined police action. Whatever happens the battle inside the house should be brutal and fast.

This room was designed to act as the main eating area. The tables and chairs that once filled the room in neat lines have all now been piled up in the centre of the room to form a barricade and the gang's last stand. (AP1)

Most of the remaining gang members will be in here. As the players enter make a Spot Hidden roll. They will see the explosives lining the walls around 30 cm off the ground.

Demolition: A demolition roll will also notice they are not wired together, but each has a transmitter. This means they will explode on a remote signal. If the players have time and radio back to the police barricade. Anson will order the main colonies comms network shut down and get tech to try to jam the signal. Technical players may also attempt this if they have access to the correct equipment.

If the explosives detonate then the base and everyone in it will be destroyed. However the effect on the Colony's structure is marginal. (A few seismic alarms are tripped) The reason for this is the thickness of the evaporator's

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walls, which absorb the blast. Many police officers in the chamber, but not the base, will be injured or killed.

Room 2: The Bunk Room.

Here rows of beds (around 20) fill the room in two neat rows. Otherwise the place is a sordid mix of dirty clothes and scattered personnel effects. Unless Cultists have fled into here, there is nothing to interest the players.

Room3: Kitchen.

Large communal kitchen, and eating area. A low counter separated the cooking area from the eating area. There are flammable/corrosive cleaning detergents under the counter, and the usual collection of sharp cooking utensils.

Room 4: Toilets and Showers.

Filthy stained and generally unpleasant. Two large shower cubicles for communal use and a row of toilets. The toilets are little more than holes blasted into the concrete. The stench is appalling and rats can be heard scurrying in the dark.

Room 5: Mooney's Room.

A little neater than the bunk room. (but not by much) Some personnel effects and clothing. Stashed under the bed is a suitcase full of "goodies". A box of 25 Cuban cigars, 4 bottles of 20 year old single malt whiskeys. (Isley Malts) All illegal imports. There is also around E\$4000 in cash.

Room 6: Curren's Room.

A plain bed. Desk and table. Some clothes.

A PDA sits on the desk. It is empty save for one file. Curren has written. "That which is not dead," hundreds of times over.

In the draw of the desk are four Blasphemous Grimoires (the two last of the list were stolen from Sorenvitch.):

1. "The Codex Exsecror". (Latin: Book of the Cursed.)
 - Sanity loss 1/1D4;
 - Forbidden Science +5%; average 11 weeks to study and comprehend.
 - Spells: Call Agares, Call "Chevaliers de l'Enfer", Blind.
2. "The Dictionnaire Infernal", in French, from Jacques Auguste Simon Collin de Plancy.
 - Sanity loss 1D8/2D8;
 - Forbidden Science +11%; average 38 weeks to study and comprehend.
 - Spells: Call The Fallen Angels, Call The Powers, Call The Principalities, Call Belial, Call Lucifer, Call Mammon, Call Asmodeus, Call Satan, Call Beelzebub, Call Leviathan, Call Belphegor, Located Remains, Raise Night Fog, Fear, Mantle Of Darkness, Decay, Land Of Darkness, Ensnare Soul.
3. One is obviously ancient and written in a cipher that will not be translatable at the moment.

4. "Those that live beneath", an old crumbling red leather bound book. It is basically the diary of an insane architect that lived in 17th London. It recounts strange meetings with dog men that lived in the sewers and basements and feasted on the dead.

- Sanity loss 1/1D4;
- Forbidden Science +2%; average 6 weeks to study and comprehend.
- Spells: Call Ghoul

Room 7: The Inner Temple.

A rather sad affair. There is no working lighting here and the players will need to use torches. In the gloom they will see a plain metal alter/sacrifice table in the centre of the room. Blood grooves crudely hacked into the floor. Poorly painted images of a god throwing down thunder bolts at the earth cover the walls as well as graffiti. Much of the graffiti is eligible with phrase like. "The god in the woods." "The shadow is here." "The darkness is beneath our feet." "There is no peace beyond the gate."

Above the alter a rather lurid mural on the wall depicts a man being torn apart by a strange black shapeless mass. If Curren has not made it here, then the kidnap victims will still be in a cell behind the alter.

Cell:

Spot Hidden: The players will spot a small metal door hacked into the wall, a heavy electronic lock. -10% to open. Or AP1/HP 20 to smash.

Listen roll: The players will hear muffled whimpering. It will lead them to the above door. Janet and Danny will be in here. Bound and gagged.

END GAME

If the players defeat Curren, but Taylor still alive and free. A few weeks later they will find out that Taylor has vanished while the bodies of his family, throats cut, spinal columns ripped out are found hidden away behind some pipes in the steamer. Taylor DNA is found on the scene of the murders.

Taylor has long fled the colony. He will be back.

If the building is completely destroyed, and the cultists all dead, then ColSec may find themselves in the middle of a Waco Style scandal.

SAN awards:

- Killing or stopping the Whisperer: 1d6
- Stopping Curren: 1d4
- Stopping Taylor: 1d4

SAN deductions:

- Failing to stop Curren: -1d4
- Failing to stop Taylor: -1d4

OTHER NOTES

What is the whispering darkness?

A "Chevaliers de l'Enfer", ie a Lesser Demon of great power but having no title.

The caster can use, for a short time, the creature as an assassin/bodyguard or even a spy. The creature is fascinated by telepaths and may choose to "haunt" one, sending the telepath mad with fear, before killing them.

A worshipper of Agares who has drunk from his own cup may summon one.

Using the whisperer

Like all Lovecraftian nasties it should be hinted at, not instantly revealed at first. It is ephemeral in nature and resembles a strange seething shapeless thing. All hard edges and strange twisting shape.

The whisperer will be fascinated by the telepath player. With the brief contacts it will have with the player it will seed their mind with strange images. It will give the player strange dreams of ancient forest, vast creatures moving through the woods. Strange rituals and massacres. Stakes with bodies acting as a wall in some ancient forest. (SAN loss is at the keepers Discretion.)

In the physical world, the players will sense it drifting by catching glimpse on the edge vision. It's really up to the keeper to decide the most suitable use for the beastie.

THE END.

ACKNOWLEDGMENTS

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I would also like to thank the Cthulhu Rising forum for helpful info and feedback.

Some of the imagery of this game owes a lot to films like Blade runner and minority report and no doubt many other trashy sci-fi novels and films that have scarred my sanity for ever. ☺

APPENDIX A: NPC CHARACTERISTICS

Statistical profiles are gathered here to enable the Keeper to copy or print out these pages separately from the campaign to provide a handy reference when running this chapter.

COLSEC PATROL OFFICER

Local Police Force

STR:	12	Move:	3
CON:	11	HP:	24
SIZ:	13	Dex SR:	3
INT:	11	DB:	+1d4
POW:	11		
DEX:	12		
APP:	12		
BRA:	12		

ATTACKS:	ROF	A%	PV	DAM
M11P Pistol	3	50	+0	1d10+2
Unarmed cbt.	1	55	+0	2d3+1d4
M36 Shotgun	3	60	+0	4d6+6*
Stun Baton	1	50	+0	1d6+1d4**

*stun, 1d6 lethal

**stun

Armour:

Personal Body Armour (4 AP), Helmet with visor. (4 AP)

Notes:

This is a typical police officer. They are well trained, tend to be cool under pressure and able to use small group tactics if necessary. As rule they will attempt to contain violent criminals and wait for the SFU to show up. Some Colsec officers are ex – marines and may have skills, like demolitions, that may come in useful.

SFU: Officers will have full combat armour, assault rifles and have an extra 10% on all handgun and military skills.

Equipment:

- weapons and armour as above.
- Police car.
- Personnel computer.
- Comm uplink.

The SFU: Will also have Frag, stun Grenades at their disposal.

Weapons:

All police are issued with a 10mm Automatic and at least two spare clips. They also have a stun baton and a pair of auto seal cuffs. A shotgun or assault rifle is often kept in bio locked grab lock in the car cabin.

DOMINIC MOONEY

Manager of 'the Freezer', Aged 42.

Think a sleazy Mickey Rourke with a New Orleans accent.

STR: 14 Move: 3
CON: 11 HP: 26
SIZ: 15 Dex SR: 3
INT: 10 DB: +1d4
POW: 11
DEX: 12
APP: 14
BRA: 13



ATTACKS:	ROF	A%	PV	DAM
Punch	1	65	+0	1d3+1d4
Knife	1	60	+0	1d6+1+1d4
Pistol M11P	3	65	+0	1d10+2
Cmbt Shotgun	3	60	+0	4d6/2d6/1d8

Armour:

None.

Skills:

Dodge 50%, Fast Talk 65%, Hide 30%, Stealth 30%, Bargain 40%, Insight 60%; Law 50%, Persuade 60%.

Notes:

A stocky man in his mid thirties, with short-cropped blond hair and a face obviously knocked around with. He owns The Freezer, a low rent dive on the outskirts of the entertainment sector. It is a cheap legal brothel popular with underpaid miners.

Many of his boys, ostensibly work for him as bar staff, bouncers etc. He has a long record of violent crimes and came to HR209 as an 18-year-old on the PIS scheme for robbery assault in New York earth.

He worked for 15 years in the lower levels for Koestler Operations until his service was up. He spent his "freedom bounty" on buying the lease for the Freezer lair and has been there ever since.

Traits: Aggressive. Dislikes "uppity women" and is a racist. In his case it is born out of a deep seated sense of his own inadequacy that has drawn him to be attracted to a "secret" way of life offered to him by Curren. Will fight when cornered. While not stupid he is not an imaginative thinker and is completely unaware of the Brothers.

MOONEY'S BOYS (x21)

Cultist of Agares

STR: 12 Move: 3
CON: 11 HP: 21
SIZ: 10 Dex SR: 3
INT: 10 DB: 0
POW: 10
DEX: 11
APP: 11
BRA: 11

ATTACKS:	ROF	A%	PV	DAM
Punch	1	40	+0	1d3
Knife	1	50	+0	1d4+2
M41 SMG	3/A5	60	+0	2d6+4

Armour:

none

Notes:

The gang is generally perceived as fairly low on the criminal food chain. They rarely come to the attention of the police. Most will have criminal records for petty crimes, but nothing more serious than minor assault charges. Their ages range from 16 to 35.

They have been persuaded by a mixture of magic and bribery to assist Curren. He has seduced them with promises of power and apocalyptic futures where they raise as masters. Curren has constructed a concoction of pseudo occult nonsense about strength through unity, with some pagan traditions of the Thunder God. Curren has been careful not to give away any real knowledge to anyone, even Mooney.

Tactics:

While they all are puffed up with a sense of bravado, they are pretty skittish and most will surrender or fight if they are outgunned or out numbered. However if they appear to have the upper hand they will become over confident, arrogant and rash.

Once Mooney and Dominic are dead the cult will fade into nothing.

DR ADAM CURREN

Around 59 with short dark hair, appears to be in his forties.

His face is careworn, his skin ashen and he walks with a stoop. His long, lank greying dark hair hangs down the to the collar of the old grey trench coat he always seems to wear. He mutters inaudibly under his breath.

STR: 11 Move: 3
CON: 08 HP: 18
SIZ: 10 Dex SR: 3
INT: 14 (was 18)
POW: 17
DEX: 10
APP: 09
BRA: 15



ATTACKS:	ROF	A%	PV	DAM
Punch	1	40	+0	1d3
VP78	3/A3	40	+0	1d8+1

Armour:

none

Spells:

Type	Spell/level	Cast
Black Magic	Deflect Missiles/1	80%
"	Blind/2	70%
"	Unholy Light/2	70%
"	Spectral razor/2	75%

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"	Bleeding/3	75%
Necromancy	Located Remains/1	50%
"	Fear/2	80%
"	Mantle Of Darkness/3	75%
"	Raise Night Fog/3	70%
"	Decay/5	X
"	Enter the Shadow World/5	X
"	Land Of Darkness/6	X
"	Ensnare Soul/8	X
Summoning	Call Ghoul/5	X
"	Call Chevaliers De L'enfer/6	*
"	Call The Fallen Angels/7	X
"	Call The Powers/7	X
"	Call The Principalities/7	X

X: not possible since INT/14

*: auto, needs cup

Notes:

While still clever he is no longer brilliant, his shattered mind now unable to work at its once high function. However he is capable of rational and reasoned actions and as spent some time manipulating Mooney, his men and arranging the recovery of his cup.

The further the possibility of retrieving the cup, the more desperate and irrational he will become.

THE WHISPERING DARKNESS

"Chevaliers de l'Enfer", Lesser Demon

STR: 28 Move: 8/10 fly
CON: 24 HP: 45
SIZ: 25 Dex SR: 3
INT: 16 DB: +2D6
POW: 18
DEX: 20
APP: 02
HF: 1D3/1D20



ATTACKS:	ROF	A%	PV	DAM
Greatsword	2	90	+4	2D8 + db +2D6 flame
Whip*	1	70	+0	1D3 + ½db + 1D6 fire
Claw	1	70	+0	1D6 +db
Horn	1	70	+0	1D6 +db
Grapple	1	80	+0	special

*use the whip first to immobilize a foe then strike with the greatsword 5 DEX ranks later. A greater demon is able to use its greatsword one-handed, due to its SIZ and STR. Its flaming greatsword can ignite flammable materials and does extra damage to most foes. It fights two-handed with a long whip, also aflame. If either weapon is lost, it will resort to using its claws or grappling.

Armour:

2 points, immunity to energy weapons, regenerates 1 HP a round.

Notes :

"Chevaliers de l'Enfer" are Demons of great power but having no title. The Knights of Hell are the myriads of Demons in the Legions of Satan. While very powerful,

they do not have anything in the way of important positions in the Hellish Kingdom-but mortals would do well to address them as 'Lord' out of 'courtesy'. These demons are clearly demonic in appearance and will cause PANIC on a fortitude roll failure.

Killing the Thing:

- Lesser Demons are immune to fire, disease and poison.
- Smashing Currents cup: which will break the bond and it will simply return to its own plain of existence.
- Cold Iron: will do half damage depending on weapon type. (But how easy is it to get raw iron in the 23rd century? A place of plastics, and alloys.)

Chaotic feature:

Can turn invisible at will when not in combat.

Spells:

Type	Spell/level	Cast
Black Magic	Deflect Missiles/1	auto
"	Blind/2	"
"	Desecration/2	"
"	Unholy Light/2	"
"	Bleeding/3	"
"	Corrupt Food And Water/3	"
Necromancy	Cloak Of Death/1	"
"	Ghoul Control/1	"
"	Darkness Of The Pit/2	"
"	Spectral Razor/2	"

MICHAEL TAYLOR

A tall, well-built and handsome man in his early forties.

Michael Taylor has made a successful career as a senior engineer on an asteroid mining station out on the gas giant orbiting HR209. Often there for weeks on end and able to find "quiet" place were the skeleton crews cannot find him, he has often practised his strange magics and studied much.

The players should meet this character the day after the first murder as he will be returning to the station. He takes the cup with him, when he goes.

STR: 14 Move: 3
CON: 15 HP: 29
SIZ: 14 Dex SR: 2
INT: 16 DB: +1d4
POW: 17
DEX: 16
APP: 16
BRA: 15



ATTACKS:	ROF	A%	PV	DAM
Punch	1	40	+0	1d3+1d4
Knife	1	60	+0	1d6+1+1d4
Pistol M11P	3	40	+0	1d10+2

Armour:

none

Spells:

Type	Spell/level	Cast
Black Magic	Voorish Sign/1	80%
"	Spectral razor/2	95%
"	Possession/5	55%
"	Beauty of the Beast/5	65%
"	Crush The Defiant/7	75%
Necromancy	Stench of the Grave/3	65%
"	Ghoul Gauntlet/6	70%
Summoning	Call Hunting Horror/4	60%
"	Call The Fallen Angels/7 (Agares)	40%

Skills:

Still retains high charm skills and some of his skills from his spy days.

Augmentations:

Cat's Eyes (Bioware).

Notes:

Taylor is a charming and affable man with an apparent care for his wife Jessica and his newborn son Jake. He genuinely is saddened by the death of his friend, but feels that Sorenvitch never really understood the opportunity he had.

They had many arguments about the cup, but fascinated by it Taylor refused to destroy it and hid it away safely, believing it may hold other secrets. The influence of Agares however was channelled through the cup and over time he fell under its sway. Over the last decade he researched the cup and discovered many of its secrets. The cup really was more a catalyst driving him to explore new world opening up before him. He threw himself into the study of the myths and has gathered quite a collection of books, documents and data. Most of it hidden away in an apartment down in level 4 habitats under a false name.

Eventually his studies took him beyond the point of sanity. He plans to become immortal and married a young computer programmer on the colony Jessica, they had a child and they will be his offering to Agares. He has already arranged a fake ID with a Ghoster and will get up to the orbitals. He will take a job on a transporter, using a combination of suggestion and personnel skills. He will have this job set up, before he performs the ritual. If he recovers his family, the players will be called to the scene of their dumped bodies deep in level 5 and Taylor vanished into thin air.

In many ways Taylor is the real threat to the players and more dangerous than Curren. Curren's insanity is such that he is unpredictable and will often make errors of judgement. Taylor's insanity is ice cold and logical. He never threatens, he strikes. He never bluffs, he does. The only thing he cared for was Sorenvitch. Now even that last shred of humanity is gone.

While the cup is no longer of any real use to Taylor he will not willingly give it up, unless it risks blowing his plan. He may also help the players, perhaps sometimes sabotaging their knowledge gathering on Agares. Otherwise he will play it as straight as possible with the PCs. If his family is slain he will appear upset, thank the police for all their hard work, and then set about trying to get another family started.

JESSICA TAYLOR

Michael Taylor's wife, Aged 29.

STR:	09	Move:	3
CON:	10	HP:	20
SIZ:	10	Dex SR:	2
INT:	14	DB:	0
POW:	14		
DEX:	16		
APP:	14		
BRA:	10		



ATTACKS: ROF A% PV DAM

None. Base chance in any attack only

Armour:

none

Notes:

Jessica is a terrified civilian and won't be much use in a firefight. However she is brave and will take any opportunity to get Danny out of danger, even if that means putting herself in harms way.

DANNY TAYLOR

Toddler, 6 month old.

He has 8 hit points.

THE POLICE CAR

Police Cruiser or Ground Car

Length:	4.2 meters
Width:	2 meters
Weight:	1.3 Tons
Height:	1.5 meters
Range:	1000 km
Max Speed:	190 kph
Armour:	6 AP
Wind screens:	4 AP
Hit Points:	40

The police ground car is a Chrysler V15. It has lightly armoured frame and plexiglass screens. Colsec vehicle colours are a Traditional black and white colour. (They are often referred to by police and civilian alike as "Black and Whites") The car boot often contains cutting tools, medical supplies and spare equipment. Each car has an onboard computer and can access the trafcom system. The rear passenger area is a closed off cabin. It is separated internally by bulletproof plexiglass screen.

APPENDIX B: HANDOUTS

INVESTIGATORS HANDOUT 1

Mackie:

A 25 year old homeless Junkie. You don't much about him prior to arresting him for posse ion and begging in the entertainment zone a year back. Frankly he was pretty messed up at the time. He was rambling and confused about the voices in his mind. You cancelled the arrest and handed him over to psych counselling and let the hospitals take care off him. A few weeks later he called Dispatch asking for you. He had a tip for you.

Ever since then he has been in fairly regular contact acting as your informant. You can usually find him down in the Steamer (the rough underbelly of the colony.)

INVESTIGATORS HANDOUT 2

Emails:

Date: 29/01/71 10.00pm
From: Solar.angel@aff.commnet
To: MTaylor@Blueseven.commnet
Subject: We need to talk

Message:

We need to talk soon. I was at shadys when some gangers came in and started getting heavy with me. I 'd seen a couple of them around my place recently. I figure they must have been watching me.

The bouncers arrived and dragged them out, before they could really get started. One of them shouted that I was a thief and Curren wants his stuff back." Currens here, on the colony. Last I heard even his own people locked him up, how did he escape the ERC?

We are in danger. You saw what he did to those poor bastards on B 359. You know what this is about. We need to talk.

Call me.

VS

There is no record of a reply from Taylor.

Date: 4/09/71 11.45pm
From: Solar.angel@aff.commnet
To: MTaylor@Blueseven.commnet
Subject: We need to talk.

Message:

I hear the whispering. He's called the dark one. Why didn't you destroy it?

Damn you taylor.


INVESTIGATORS HANDOUT 3

The Alternative Facts Forum:

New History from the Book of Letters.

By Solar Angel. Mar: 2070

Well hello AFF's

A little lesson in rune lore for you. This particular beauty  has upset a few historians. You see they refuse to believe it proves that some ancient European tribes were using a sophisticated writing system, similar if not the mother of later European runes long before they are "officially allowed" to by our academic elite. You think that a stretch. Well...

The above rune is copy of one described in an ancient roman text written around 58BC. It's called the Book of Letters and can be downloaded from our core text page at your leisure and for free. Aren't we just too nice to you?

The Book of Letters was a "lost book," and I don't mean slipped behind the couch for a few thousand years. I mean no one knew it existed at all, until archaeologist found it in the Villa of the Papyri (at Herculaneum in Southern Italy) around the end of the 20th century. Herculaneum was a small town unfortunate enough to be way too close to Pompeii when that volcano blew. Of course all those scrolls were pretty carbonised by the volcanic activity, yet: even back then in the "Geek Age" they had a limited means to read the texts.

Well fast forward and you got some serious history going on, f drive, the usual wars, and the brief reappearance of flares in the early 2150's. (My god what were they thinking!!) And a new means to read the texts.

*Turns out some of the stuff they found in the library was rumoured to be pretty wild, and I bet we only got access to a tiny fraction of some of the books. Daniel Hartridge's work, *The Secret Library*, basically theories that there was a huge conspiracy to hide some of the stuff found in the books in the late 21st century. He also offers some evidence of the papacies interference in the translation of some of the early texts on Christian philosophy.*

Anyway back to the Book of Letters. Basically it's an account of the war in Gaul written from the perspective of a clerk following the armies. The guy is pretty clear and very, very, Roman. You know the kind of thing. Bearded dudes are bad; they must be punished for refusing the razor. Clean shaven Romans good and kind to small babies and little furry animals that go "meep". The legions are doing the great unshaven a favour by butchering and enslaving them.

But, despite that, at this point I am interested in the section where he describes a particularly unpleasant sounding Germanic tribe that worship an old thunder god. Not much is known about this god except that he was a bloody one and his name was Agares. Obviously this account as been dismissed as "fantastical" and has been discounted by many historians as hysterical, thereby giving them an excuse to ignore the actual evidence of the rune. But what if there was more than a grain of truth in the books.

But, back to the rune: here we have an example of it predating contact with the Romans. Of course historians, both modern and old have discounted this as too scant evidence for them to bother re-writing their ponderous works. Which, of course, highlight the essential arrogance of historians when they feel their traditional knowledge base is threatened...

INVESTIGATORS HANDOUT 4

The Book of letters:

Believed written around 58 BC.

"One Legion, lead by the brave Caius Crassus, came to the assistance of a friendly village of the Govum. A good and peaceful tribe greatly troubled by the presence of another tribe, the Toatis. These Toatis hid in the most rudest and barbaric fashion in the dark misty forests that bordered the peaceful Govum. The savage and bestial Toatis had held the Govum in thrall for many long generations. Often demanding young men and women of the village for sacrifice to their god. These people were subjected to terrible slaughter on their altars. If sacrifice was refused the Toatis were said to summon up a creature of malignant shadow and hate that served their god. A god of thunder and storm they called Agares. The Govum claimed the shadow creature whispered to its prey and taunted them before killing them. It would strip a man of his skin and rip out his back. For centuries fear of this creature had kept the Govum as slaves,

offering their young in return for peace. But one day Cognidus, the chieftain of the Govum, refused to send any more to their deaths.

Two day later the shadow beast came and slew his family. Cognidus refused to bow to them and sent a messenger to the legions begging for their help. My master and Imperator sent Caius with two legions of good strong men and horse to investigate the claims of the chieftain.

When Caius arrived at the Govum village it was told to him, by their chieftain, that the Toatis had raided again, not but a few days ago and taken some of their children. Hearing this Caius resolved to aid the Govum. Gathering up men of the village to aid him, sometimes with grave threats, as not all were willing to go, he marched steadfastly into the dark forests. The tribe's men guided him through the forest for many days until they came to the lands of the Toatis. It was then, with great anguish, that the tribesman saw there own people gutted, and bound to sacred trees marking the borders of the Toatis. Carefully and with fear the bodies were taken down. Many wept as they buried their young. The Govum wanted to go back then, but grim Caius ordered the felling and the burning of the sacred trees as a challenge to the Toatis.

Caius was an experienced leader and knew it was better in those woods to wait for the enemy to come to him. He prepared a ditch and his men carved wooden stakes for defence and they waited. The next night the Toatis answered the challenge. The legion was assailed by naked, filthy, berserkers driven mad by the incantations and potions of their priests. Yet, for all that, the berserkers were pushed back. Three waves of men struck the Roman Shield wall, and three waves shattered against the shield wall. Judging his time, Caius thrust his men into the woods, aiming to strike the warriors within and they slew many.

Once the slaughter was done Caius set camp to prepare for the next day. However late at night a strange beast came to the camp. A thing of dark cloudy shadow, but sharp talons. It slew three brave men, who stood in its path, as it drifted like smoke to the tent of Caius their captain. The tribesmen fled in fear, and Caius in his tent, talking with the chieftain of the Govum, heard this noise and went out to see what was happening.


His men had surrounded the beast and fought bravely, but their Roman steel had little effect. The beast saw Caius and flew at him. Unarmed Caius leapt aside and seized one of the iron swords from a tribe's man frozen in terror. Caius thrust the blade into the creature and it howled an unholy sound as the blade bit.

Seeing the scene one Octavius, an experienced legionnaire, ordered his men to seize the iron spears of the Gaul's and with these weapons they fought off the beast, though at some loss of life. Finally it was slain and it vanished into the night. Caius commanded that more fires were lit and the legions to take as many of the iron blades as they could.

Around the fires many of the legionaries reported old tales they had heard as children of iron as effective against the creatures of the night. The weapons of the Govum were made of Iron. Caius wondered at this and decided that fear had left the tribesmen unable to fight, for they had a lifetime of hearing their old man say it could not be killed. So none would fight. But now the men of the Govum stood taller and had learned it could be killed, a new fire was in their eyes.

The next day they marched straight to the Toatis village, unopposed, finely arriving at dusk. Desperate fortifications had been erected around the crude hovels and their priest chanted unholy spells at the legions and the tribesmen. Yet the imprecations of barbarians and their crude strength weakened by inbreeding and base acts, were no match for the Roman at war. The village was destroyed and all were slaughtered. Many captives of the Govum and other tribes were freed and all talked about the strange spirit of shadow, that the priest summoned to devour them, and other strange rituals.

Late in the day, Caius scouts brought a dishevelled youth to him. He was recognised as one of the head priests of the Toatis, by the chieftain of the Govum. The chieftain also said that while he was a man in his fortieth year, the priest had always looked so young, even though he remembered seeing him come to the village when he was but a child. Many other tribes' men agreed that their fathers and grandfathers had all reported the longevity of this man. Caius was intrigued and had the priest questioned. The priest, in much pain, told him they worshiped the thunder god Agares. And that they sacrificed to him for their youth, but at a price. They must maintain the sacrifice every 15 years or die. Caius fascinated by this strange notion inquired further. The priest explained that first you consecrate a cup

with the symbol of Agares . Then to complete the consecration you must you must sacrifice one of your sons and his mother. Then with many mystic words and signs you drink the victim's blood from the cup. But to renew the bargain you must sacrifice another life every fifteen years and drink the blood from the same cup or the god will claim your spirit. Caius asked the priest for his age, he could not remember but said he had seen the creatures that lived as men in the high places, but were not men.

Caius asked him what of the dark shadow that plagued his men. He was told that this was a spirit of hate summoned by blood. A life had to be taken to summon it. It is summoned from the will of Agares and the hate of the summoner. They sacrifice to Agares for his blessing. Caius asked the priest if it still haunted the woods and the priest told him that it returns to the shadow lands after a few hours, and could only be summoned, it never came of its own will.

Caius then demanded that the cups of the entire priesthood be brought to him. At the first the priest refused but Caius pressed him and he soon relented. The cups were brought to him and Caius smashed the wooden cups and burnt them in the flames of the village. The priest wailed as a terrified beast. Caius then ordered that everything and everyone of the tribe for a league should be killed, smashed and burnt. Soon all the surrounding area was as a single flame and the rumour of the great smoke could be seen for many leagues around.

Caius returned to the village of the Govum and was hailed as a hero. Then after the celebrations he returned to the garrison and reported all to my master and I record it here.

INVESTIGATORS HANDOUT 5

Agares:

Not a lot is known about Agares: References to him exist in 'The Discoveries of Witchcraft', and in the Goetia. General research will provide the following data.

According to occult tradition, Agares is the 2nd of the 72 spirits Solomon was reputed to have shut up in a brass vessel and cast into a deep lake, or banished to "lower Egypt."

Agares is described in grimoires such as the Livre des Esperitz (as Agarath), the Pseudomonarchia Daemonum, the Lesser Key of Solomon, and the Dictionnaire Infernal as a duke "under the powers of the east," an "old man, riding upon a crocodile, and carrying a hawk on his fist," who teaches languages, stops and retrieves runaway persons, causes earthquakes, and grants noble titles.

Grand Duke of the eastern regions of Hell, he has 31 infernal legions under his command. The army he protects in battle is indeed a fortunate one, for he disperses their enemies and puts new courage into the hearts of cowards who fly before superior numbers. He is also said to distribute place and power, titles and prelacies amongst his followers and protégées.



Agares' seal

INVESTIGATORS HANDOUT 6

The Truth about B-359:

AFFS website:

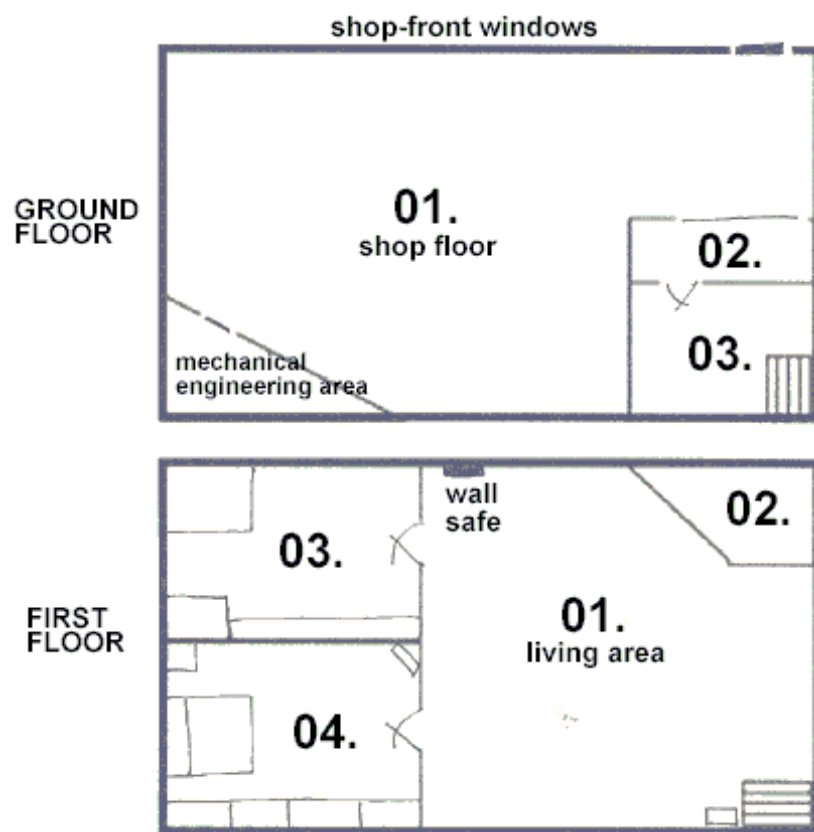
Solar Angels (Sorenvitch) Unfinished Article.

The Scandal:

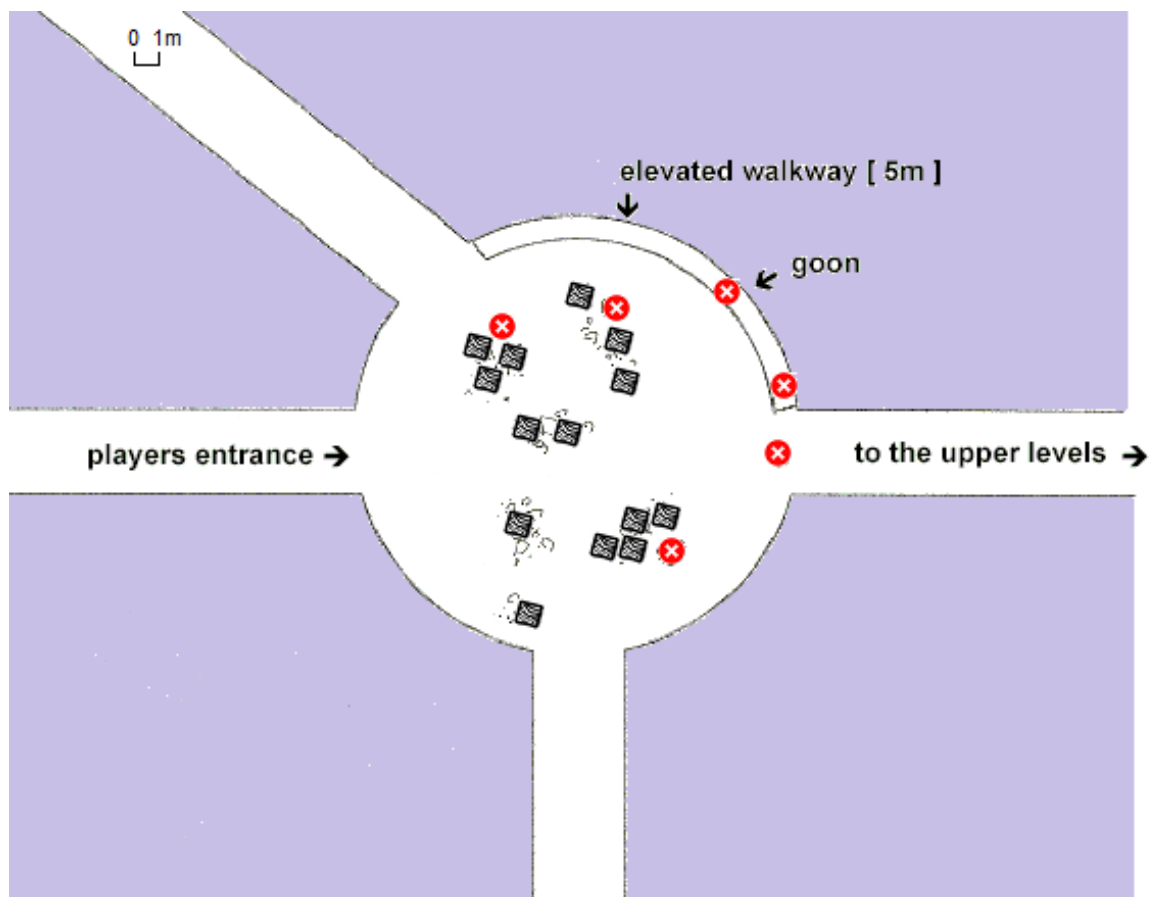
Some controversy exists on the reporting of this case. The "official" record would have you believe it was a simple re-capturing operation of a lost relay station. The truth is more complicated. You see I was there and can report that the Marine unit found some sort of secret experimental base run by a Doctor Jonathan Curren. He was attached to the station, but ran his facility like a deranged god. Turns out that Curren, a known high ranking member of the ERC political party, was essentially running his own personnel laboratory. Its unknown how involved the ERC was in all this, but one thing is clear. When he escaped the assault and returned to the ERC, he was tried for treason and disappeared off the radar.

There is rumour of some sort of cover up by Millisci. Millisci keep secrets, surly not! As files and military records are largely silent on what was happening on BD B-18 359 What is known that the base was completely destroyed from orbit after the prisoners were freed and, I guess, everything of value was taken. So let me tell you a little more about why Millisci took over, and why

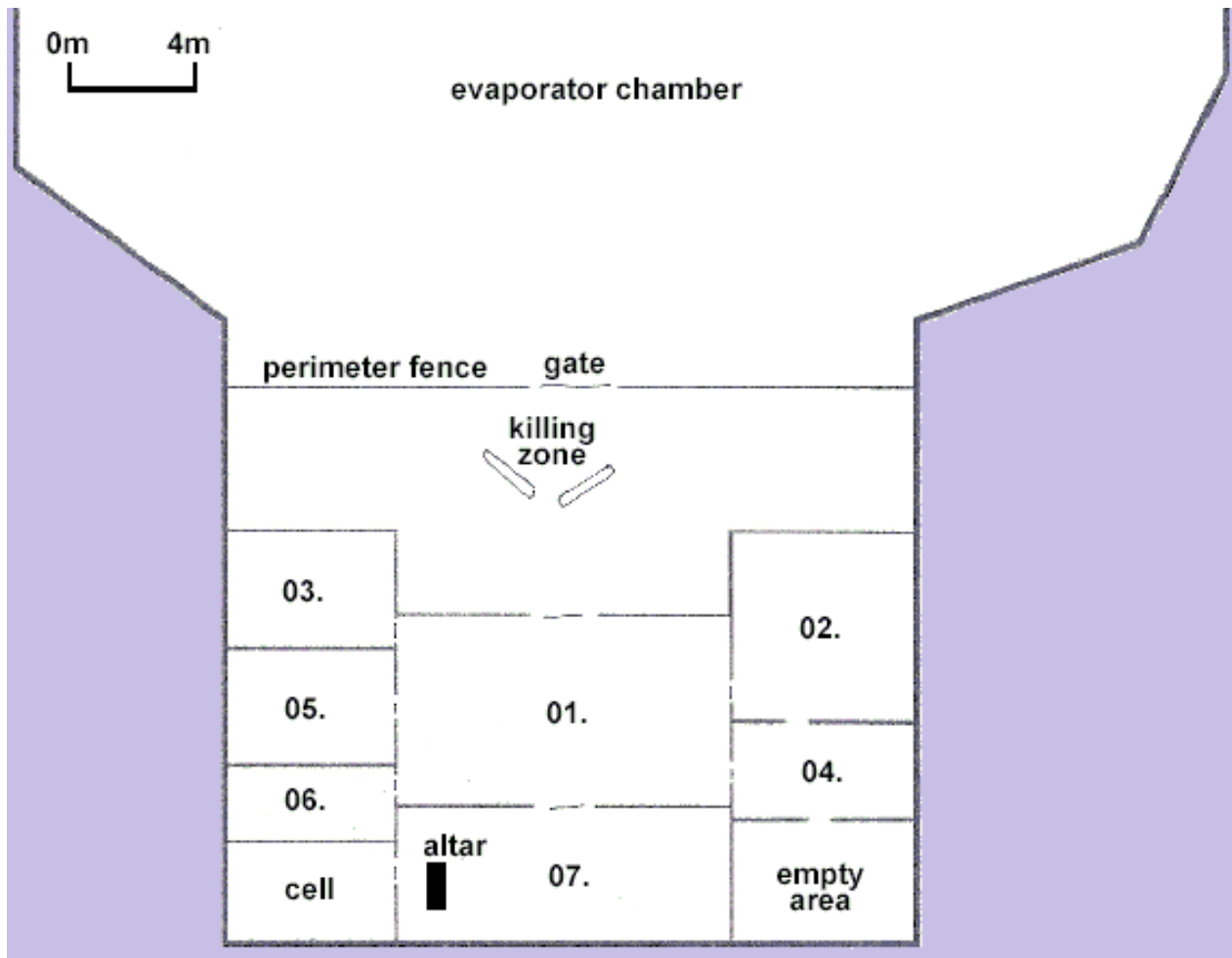
MAP 1: SORENVITCH'S REPAIR SHOP



MAP 2: THE AMBUSH



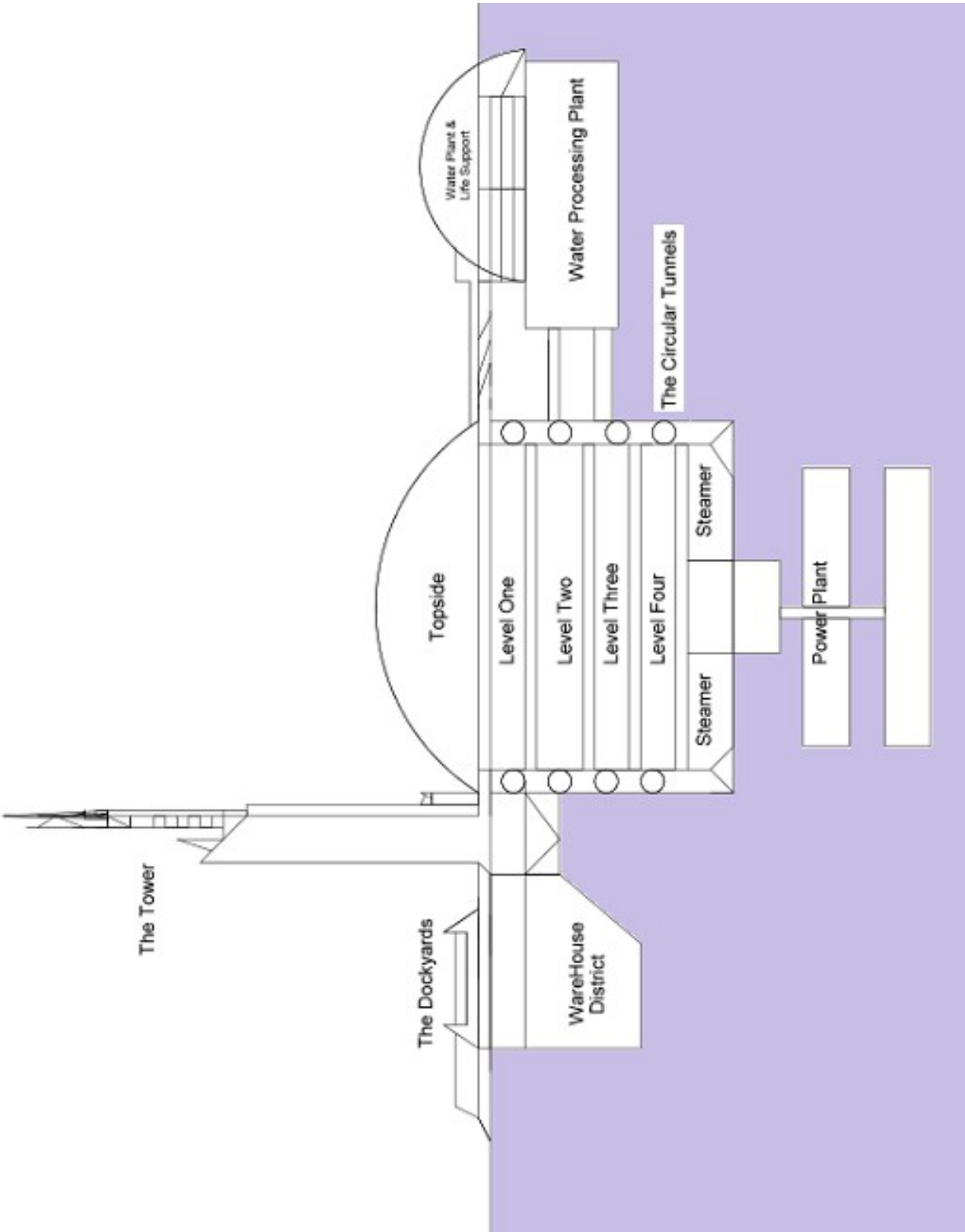
MAP 3: COMPOUND AND BASE



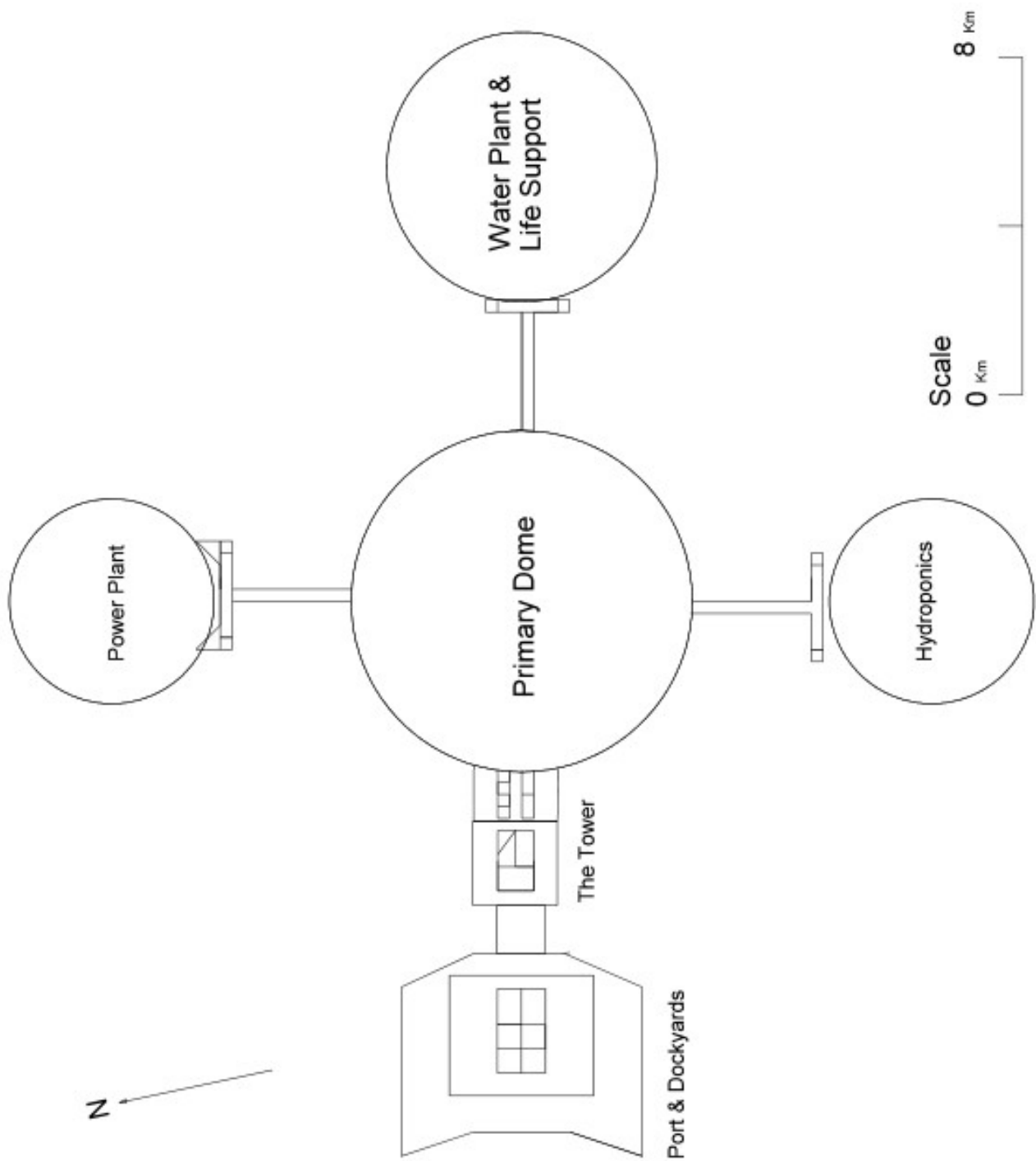
MAP 4: CARLSON'S HOPE



MAP 5: DRAKESTONE CUT AWAY VIEW



MAP 6: DRAKESTONE AERIAL AWAY



COLD TOWER: Protocol 7

by Garry Cooper

This is the second game in the Dark Harvest series, and is really the true beginning of the series. In this adventure several key events, and individuals, are encountered that will have repercussions for the players and the colony of Drakestown in future adventures.

"There is never any real peace between rival princes: Merely interludes of treachery and lies between the fighting."

Anonymous 16th Century Venetian Nobleman

"Ain't life a bitch?"

Marcus Hung – Agent of the "Consortium". Moments before blowing his own brains out.

KEEPERS INFORMATION 1

This game is aimed at a group of four investigators but with some modification it can be altered to accommodate any number of players and experience levels. With a bit of overhauling it can also be played as a stand alone adventure. As with War Wounds the structure of Cold Tower is set out in the "most likely to be investigated first by the players" format. Naturally players may have other ideas. ;-) So it's a good idea to read through the adventure fully before running it.

KEEPERS INFORMATION 2

The ordering of things

This game has been split into two closely linked parts, mostly for reasons of tone and size. The first part of the game begins with a crashed Koestlar Operations STV out on the frozen Daniels Plain. Inside the craft are two bodies. The interior of the STV is riddled with bullets and the corpses show signs of being in a recent gunfight. The investigation of this crash takes the players into the shark pit that is the corporate world of Drakestown, and they will also encounter the sinister crime syndicate *The Consortium*. Soon the players will become embroiled in a war between these two powerful enemies as they fight to claim a valuable prize. Alien technology.

Part Two of Cold Tower compels the players to confront, and outwit, an ancient alien evil on a lonely drilling rig. This takes place out on the icy Foster Sea, during the most severe storm to hit the planets surface in a century.

KEEPERS INFORMATION 3

Fall out from War Wounds

This section deals with the after effects of the Siege in the Evaporator chamber. If you are playing this as stand-

alone, or the siege ended in the evaporator chamber (or never happened) fairly peacefully, (How!) then please ignore this section.

It is optional for the campaign, but presents the players with an opportunity for straight role-playing, and gives an insight into the political infighting that sometimes passes for UEF government out on the outer rim. The siege in the chamber very probably resulted in a high casualty rate for Mooneys boys and ColSec officers. (Not to mention any crazy rumours of a strange creature.) This has drawn the attention of Drakestown's press and, unfortunately, the politicians. 2271 is local re-elections in Drakestown and the siege has become a weapon for parties aiming for stronger control of the Local Colonial Council. (LCC) Councilor Aaron Brisco, Regionalist Party, has made public demands for an enquiry and ColSec Commissioner Eric Kai is currently under a great deal of pressure. Rumour has it that the Earth born Djahid Benkadi, the local ICA big wig, is inclined to consent to the request of the "up and coming" party. It would appear that he is already building bridges with the Regionalist as the Centralist Partys stranglehold of the LCC has been eroded by the growing hostility of the Colony. The battle lines are being drawn up for the December elections and it looks like Law and Order is on the agenda.

The players are aware that their reports and actions for War wounds are now under close scrutiny, and the press has already splurged their pictures across the media networks. Regionalist controlled media are baying for their blood.(one rag The Drakestown Voice has even gone so far as to claim Mooney was the unfortunate victim of police harassment.) The current mood in the ColSec offices is grim. Anson is working hard to protect the players, and is trying to prevent a siege mentality from taking over the department.

From a gaming point of view the initial furore has died down, however players may still get some hassle from the occasional media types. (Officer X ate my hamster, anyone?) Being followed by the press also has its problems for a police officer. Also members of the public

NEW HORIZON, campaign pack DH1.2

may recognize them as “those cops.” The extent of the harassment is at the keeper’s discretion.

Give the player Investigators Handout #1.

KEEPERS INFORMATION 4

Rainbow 12 makes a Discovery

For nearly two decades Rainbow Twelve has worked the seabed of the icy Foster Sea. The rig is a mobile drilling station that scours above, and below, the seabed of the vast pack ice oceans that cover the planet. It is one of the doubled towered Anderson Models, old but functional, and it has served Koestlar Operations well. However eight weeks ago things changed. An oceanographic survey team had found a new gas pocket south of the continent. On the strength of the team’s report, Koestlar authorised the moving of Rainbow 12 to this new site. However, despite the cost of moving the rig, the projected yield fell far short of predicated levels. Concerned about his quotas Stephen Truro, (The Rigs operations head) ordered, without consent from HQ, to drill deeper into the earth seabed.

Two hours later the drill suddenly met no resistance and dropped 20 meters into a void. The sudden shift of the drill head, without full lock and the violent shifting of seawater rocked the rig severing the drill head from the main drilling arm. The second counter shock smashed through the rig damaging vulnerable equipment, and straining the huge anchor chains and structural support that kept the rig upright. As the void filled with seawater, the rig was thrown around on the icy surface as the change of pressure and sea levels shattered the ice sheets around it. Fortunately Rainbow twelve remained upright, and despite the sudden violence only minor injuries were sustained by the crew.

Truro ordered an emergency shut down and evacuation. As per procedure he stayed with a skeleton crew to assess the overall damage. He believed his career was over. (Destroying an expensive drill head and forcing a rig to close down, even for a few days, would cost Koestlar millions.) Numbly he went through the safety procedures, and he sent down several robotic proxies to investigate the extent of the damage and, hopefully, recover the expensive drill head.

All of Truro’s years of experience could not prepare him for what would be illuminated by the thin searchlight of the proxy that entered the newly exposed cavern. The pale searchlight of the proxy was almost insignificant in the huge mud swirling darkness. Yet it illuminated a strange structure. Something *built* was down there, something alien and grey that gleamed with a strange luster. All around the structure lesser buildings lay shattered and broken by the sea water, but this large and oppressive shape seemed untouched.

As Truro and his crew stared at the overhead monitor in awe, the signal from the proxy suddenly went dead. No further contact with the proxy was possible. Truro hardly cared (he assumed some debris had been dislodged and destroyed the proxy) reaching for the comm link he

believed his career was saved after all. Within six weeks he would be dead.

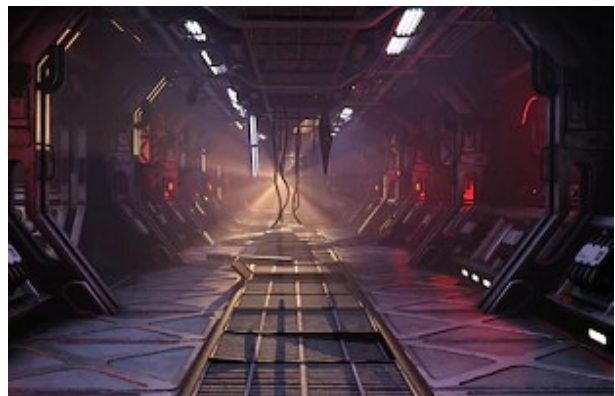
He initiated Protocol Seven. The encrypted message went straight to the office of Alison Striker, the local director of Koestlar Operations. Protocol Seven means only one thing. “Traces of xenomorphic life have been found. Absolute secrecy to be maintained.”

Within hours the rig had been secured by a Koestlar security team, personally overseen by the local chief of security James Grant. All the previously evacuated personnel were re-assigned to other tasks or moved off world. Koestlar had to move with speed and secrecy to avoid discovery by the LCC, ColSec or, even worse, Millisci.

KEEPERS INFORMATION 5

The Research Station

Within a few weeks Koestlar Ops had pumped out the chamber and established a vast base inside the vast space. They began to explore the strange structures and attempted to analysis the writings they found inside. The purpose of the building remained a mystery to Koestlar and they found the internal structure was mazelike and everywhere a soft humming could be heard. Huge inexplicable machines filled vast spaces inside the building. They seemed dead and inert; it was theorized that the chamber had been sealed for at least 14,000 years. But no-one could answer why it was buried, deep in the earth.



The Builders in the Void

The experts believed that the structure was some kind of colonial outpost world for an extinct alien race. Unbeknownst to the scientist the building is actually an alien munitions factory built for a genocidal war long forgotten in this part of the galaxy. The plant is completely automated and was buried to keep its location secret from the enemy. An enemy that would still seek to destroy any traces of the factions existence, even after thousands of years, as they are not tied to human concepts of time. While the factory has long been shut down, it is not inert or unprotected. Its controller, a powerful AI, had been activated by the sudden flood. Once awake it had begun analyzing these strange two

legged creatures with their flimsy, clumsy, machines. It awoke its spider like servitors to assist in monitoring the humans. (It was one such spider that destroyed the first proxy.) None of the servitors killed in the flood were found as the surviving spiders hid the carcasses deep in the secret places of the building. Scores of other “hatcheries” filled with dormant spiders laid hidden in the structure

Over the weeks, while the humans have struggled to understand the contents of the chamber, the AI, with sensors and intellect vastly superior to the humans, has been studying them in return. After days of study it translated the language of the human computer systems, and using the interface hardware of the proxy it had destroyed, it began to infiltrate the rigs computer system. Eventually it gathered complete control of all the rigs systems and has been closely monitoring all personnel gathering data on the humans. (Its control is subtle and hidden.)

Things came to a head when the humans blasted into a sealed chamber inside the structure. The humans had uncovered one of the hatcheries. Excited by the prospect of discovering actual alien life forms, they removed an egg and took it to the research station inside the chamber. After a period of study they lasered into the soft mucus like shell of the egg. This triggered the creatures automated defense software and it tore lose of its “egg” and killed seven of the 11 medical team before security could kill it.

KEEPERS INFORMATION 6

The Spy

Hayden Richardson had worked for Koestlar as a Senior Financial Controller for years. He was trusted and well liked by his peers. In truth, he was an agent for the “Consortium” one of the major criminal gangs operating out of Drakestown. He used his position to keep an eye on any unusual expenditures, investment information and possible black projects. The Consortium sold this information to Koestlar's competitors, or took direct advantage of it.

A few weeks ago he noticed the sudden increase in personnel and security overtime pay for Rainbow 12. He checked the equipment requests and noticed that a huge amount of equipment, of a type unusual for a standard drilling rig, had been ordered for the rig. He attempted to discover what was going on by normal means, but found that his investigations soon hit a wall of silence.

So he, and a small team of Consortium members, came up with a plan to infiltrate the base and find out what was going on. Using his position he gambled on a “spot check” on the rig to look at “payment and overtime irregularities.” Using a “friendly pilot” he used a standard Koestlar's shuttle to get to the rig. The team of four was hiding inside the STV.

Hayden confidently expected a “brush off” tour, assuming that security would make sure he saw nothing interesting, and would view him as an irritant. It would take time to get him recalled back to Drakestown and

during that time he would make a nuisance of himself. Allowing the small but highly skilled team the opportunity to access the mainframe and download data. However the gamble went wrong, badly wrong.

In reality the plan was ill conceived and doomed to failure. Koestlar, after the discovery of the alien structures, had updated and increased the security system of Rainbow 12, and inevitably the sensors and cameras spotted the infiltration team. Yet, it was the AI who had complete control of the system, sensing an opportunity; it shut down the software generated warnings. It allowed the team to “break” the security systems and enter the more sensitive areas of the rig.

The Hatcheries Awake

Down in the chamber, inside the structure, the seemingly dead machines in the hatchery began to stir. The soft mucus of the eggs were sliced open by razor sharp “legs.” The chattering of machine intelligence's, communicating with each other, a deafening cacophony in the sealed spaces of the alien building.

Down in the chamber the human motion detectors went crazy. The security team, panicking, ordered an evacuation of the chamber. However, the AI shut down the lights, the power and the comms systems. Its servitors flooded out of their hiding places and sought out every human in the chamber. A brutal but short battle ensued. The cries for help, or mercy, went unheard by the personnel in Rainbow 12 hundreds of meters above.

Capturing the rig

As the Consortium team penetrated deeply into the facility, the AI contrived their discovery. The inevitable gunfight broke out between the small team and security personnel. The humans on the rig had a running battle through the confined space as the spiders crawled rapidly, and silently, up the elevator shaft that led from the chamber to the rig.

Distracted, the humans were completely surprised by the aliens. The AI cut the comms circuit replacing the comms operative's voices with synthesized versions of the personnel's voices. As they overrun the facility, Koestlar Operations back in Drakestown still heard the usual everyday chatter of the rig.

Suddenly the priorities of the humans changed as the corridors of the rig were filled with fast moving alien horrors. Those that stayed sane tried to fight or run. But all the airlocks and doors were sealed tight. Some humans fought bravely. Hayden and James Grant were allied in a simple desire to survive and they barely escaped the interior of the rig. Using hastily gathered explosives they blasted through some plating on the roof. Hayden, wounded by a stray pistol (fired by a panicking guard) was able to fly the STV that Grant knew was parked on the roofs secondary landing area. (It was Grants personal shuttle.) However, as the shuttle doors slammed closed, a spider dived into the STV. The two men fought a desperate battle with it, finally killing it inside the cockpit of the shuttle. Hayden, still bleeding from his gut wound tried fly them both back to

NEW HORIZON, campaign pack DH1.2

Drakestown. Grant, half exhausted and confused, followed his training and attempted to contact Koestlar HQ. However, his garbled message was cut off by the pilot suddenly being forced to crash land.

Hayden could feel the stims that kept him going fading and he knew he couldn't get to Drakestown in time. Finally the inevitable happened and he blacked out. The STV had just passed the jagged cliffs of the Escarpment when the shuttle crashed into the ice bitten and snowy Daniels Plain. Grants neck was broken in the impact and Hayden bled to death while unconscious.

Meanwhile the badly injured, but still functioning spider, its system rebooted by Hayden's blood on the cockpit floor, and acting from standing orders from the AI, crawled out of the shuttle and made its long and painful way to the Escarpment edge and threw itself into the icy Foster Sea. The AI did not want its presence revealed to the general human populace too soon. It still had to complete its plans.

Discovery

An hour later, as the sun rose gently over the cliffs, the crashed vehicle was spotted by a Koestlar Operations STV pilot. She landed, checked to see if there were any survivors and called it in to Drakestown Flight Tower. The pilot reported the bullet holes in the STV and Flight Operations immediately handed investigation over to ColSec. The pilot was advised, by ColSec Dispatch to keep out off the shuttle and lock herself in her STV, in case there were still hostiles present. Advice she ignored.

Within 50 minutes the players will arrive in a ColSec shuttle and their investigation will begin.

The AI

The rig is now silent tomb to the battle. A handful of human survivors have been taken down to the chamber for study. The AI is aware that the escaped humans are a risk, so it has began its own counter measures. Its machinery begins to move for the first time in millennia. It is also trying to contact its creators and is unsure why there is no answer. So far it is putting up an excellent façade of "situation normal" at the rig. Though naturally suspicions will eventually be raised and it understands that its window of operations is limited. Its program is slotting into its natural ground state of contact Command for assistance, defend itself or destroy itself.



Koestlar

Currently Koestlar are puzzling over the garbled message, as they spoke to Grant twenty minutes later, where he (the AI) assured them that it was nothing. Some bad interference, perhaps? Also other communications seem perfectly normal.

Their suspicions will be further raised when a police leak informs them Hayden's and Grants bodies have been found. Their course of action will depend on how close ColSec get to the truth. However by the late evening of the first day of the game they will be assembling two teams of mercenaries to go take a look. But more on this failed mission, and the consequences it will have for the players, in Part Two.

The Consortium

The Consortium are currently only aware they have lost contact with the infiltration team. They assume they are dead or captured and have gone into damage limitation. Their plan is discussed further on in the game section.

THE ADVENTURE BEGINS

To be read out to the players.

Anson has a sense of humour, of sorts. He took one look at you this morning and said. "You people look like you can do with a short trip. Get some fresh air, you know?" And here you are, gently roasting in the passenger section of a battered old STV that should have been decommissioned twenty years ago. The heat is coming from your environment suits in the already overwarm passenger cabin. However you know you will need the suits, out on the surface of Carlsons Hope. Outside is it's biting cold, and the heat strips built into the bright red suits will keep you warm enough to do your job...

Few from Drakestown like to go out into the wastelands of Daniel's Plain. People die out there. They die cold lonely deaths, and it's not always certain their bodies will be found. It's to such deaths that you have been called out to investigate. Some Koestlar Ops pilot came across a crashed STV. Somewhere out near the Escarpment. A jagged cliff face that drops down to the pack ice of the Fosters Sea.

She took a look inside the craft and found two dead crewman still strapped in the cockpit. Bullet holes all over the place. So Anson sent you. "Isn't she lucky?" He said sarcastically. "Take a SOCO team, for investigation. Its what we do remember?" She's still there on the scene. Your pilot is using her tracking signal to get you there. So here you are. Babysitting a SOCO team in case a crazed snowflake, or something, attacks them as they take their pictures and scan the site.

The four SOCO personnel, staring blankly at you on the other side of the cabin, are all aiming for a "Cut

and Shut" Job. It's only an hour after dawn and the temperatures are still minus stupid.

The comm. links in your fur lined hoods chirp softly and the pilots calls calmly "We're here."

The craft banks and lurches knotting the stomachs of all but the hardiest flyer the engines change pitch and a sudden crunch indicates you have landed. The whine of the engines slows to an inaudible whisper.

Then the doors open automatically as you unstrap yourselves from the seats. The heat of the cabin vanishes in an instant, the wind howls and snow flurries blast into the cabin and you remember why you are wearing your Environmental suits.

THE CRIME SCENE

Map 1:

As the players tumble out of the police STV, they will see the figure of Helen Ragasha waving two bright red flares. She has also marked the crashed shuttle off with flares and left her equally bright STV running lights one to improve visibility. The sun may be up, but the weather is foul, the snow and wind are bitterly cold. Visibility is a poor 20 meters.

Helen is a bright orange clad figure; (Under the thermal mask and mirrored glasses, is a pretty dark haired woman, in her early twenties of European appearance.) She attempts to shout a hello over the wind, before realizing she can speak normally over the comm link.

The crime scene map gives an overview of the area. The local ground conditions are relatively good for the Daniels plain. The snow is only around 30cm deep, and the layer of permafrost means there are no hidden crevices to fall down. The escarpment is approximately 40 meters south of the players and from that direction the players can see a long groove torn into the ground where the STV crashed and slewed to a stop. The trail is already starting to be covered in snow.

The trail ends with a sleek and expensive looking black STV laying on the plain. Already a thick layer of snow has covered the top of the vehicle. The vehicle appears to have crash landed rather than just smashed into the surface of the plain. Its landing gear has not been deployed, but despite that it's upright and looks relatively undamaged. Along its side is emblazoned the Koestlar Operations legend. Its main side airlock is wide open letting in the cold and snow.

The players will be asked to go inside to "secure" the crime scene by Sgt Adams. (Team leader of the SOCO squad.) Normally this is uniforms job, as they tend to be first on scene, or even a robotic proxy if one is available. Yet out here it's up to the players to enter the dark and unwelcoming interior of the shuttle. (Helen did go inside to check for survivors and will tell the players she saw no one else, but didn't explore the whole craft.) If they think

to ask her if she opened the airlock, she will tell them, truthfully, it was open when she arrived. (If players believe an injured person has wandered off into the snow they can call for a search party. However a Know roll will indicate they have been out for at least an hour in this weather. If they have a survival suit they may still be alive, if not they are dead. Helen saw no one in the vicinity as she landed.)

THE KOESTLAR CRAFT

Map 2:

The players will probably enter through the open doors into area 3. For space reasons I have only given detail of the three areas of the shuttle that "stuff" happened. Overall, the interior of the STV is in complete darkness. There is no power and no chance of fixing that problem without the facilities of a repair yard.

Keepers Notes:

It's possible to get some cheap scares out of the players during the search of the vehicle. The jingling flight harness moving with the wind may confuse a motion detector. (Apologies to Aliens) Or, if the players explore the hold, they hear an almighty crash in the darkness as one of the toolbox straps snap, sending tools everywhere. Or anything an evil minded keeper may think of.

Area 1: The Cockpit

The armored door is open.

In the cockpit two bodies lay slumped over the controls. The pilot appears to be handsome, fit looking young man with dark hair. He is wearing an expensive looking business suit. The other is a bulkier man in his forties wearing combat armour, but without a helmet. His head is twisted at a strange angle, the bones of his neck can be seen bulging under the skin, and cause of death is clear. (A first aid or medicine roll can easily confirm his neck was broken.)

The cold has entered this place and a thin layer of frost coats everything. The coldness has sharpened the stench of blood and death. Once the players go into the cockpit. A closer look will reveal bullet holes cover the rear door and rear bulkheads of the cockpit. There is a pool of frosted blood around the pilot's feet. (Hayden's) His expensive suit is soaked in blood. This comes from what looks like a bullet wound in the stomach. The armoured man in the co-pilots chair is covered with small abrasion and his armour, with Koestlar markings, is scratched and damaged.

While many of the below would be easy to spot if it was a normally lit room, the cockpit is dark and the frost has covered most things.

■ Spot hidden: +10%

This will spot a 10 mm pistol laying on the cockpit floor next to the right side of the armoured man. His right arm is hanging down loosely with his right hand open. If the players

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check, it has two bullets left in the mag. Residue around the gun shows it has been fired recently.

- Spot hidden roll 2: + 10%

An empty clip is laying directly under his chair. (It was kicked under during the fire fight.)

- Spot Hidden: -10% (Unless the players state they are actually looking into the dark footwells.)

In Hayden's foot well is a black duffel bag. (They will get a ticking off from Adams if they touch it, but no more.) Inside is an androids CPU hacked out by Hayden. (See below for a detailed description of it.) He witnessed one of the spiders attempting to probe the android, by ramming on its tentacles/legs through its head. He destroyed the spider and removed the CPU from the screaming android to discover if anything had been downloaded.

Inside the bag is an Androids CPU. The object weighs around 0.5kg and rattles inside the bag.

On opening the bag the players will find a strange elliptical metal object around 7cm. It has what looks like a bullet hole in it. The object has 5 strange bluish vein like wires hanging a few centimeters from it. The veins look like they may have been composed of some watery gel as they are now frozen solid. The veins have been cleanly cut.

If an android is present they will know what the device is instantly (they carry their own schematics buried in their memory.) or allow an Idea roll for the players to recognize it.

Area 2: The Crew lounge

Computer consoles, Auto chef. x4 seats. Airlock. (Open to Area 3).

Unlike area three the snow has not penetrated this area. However frost lies thickly over the whole interior giving everything a glittering quality as the torches cast over the scene.

Spot Hidden: -25% (in the dark) the players may notice a frozen "starburst" of greyish liquid, around 30cm in diameter. It's near the open airlock that leads to the cockpit.

Or a luck roll to slip on the icy patch. :-)

This is the spiders blood. If the players look at the floor a track roll or a spot hidden roll can spot boot prints can be seen leading into the cockpit and out again. (The boots are Helens and will be confirmed by SOCO, when they check the tread of her boots.)

Area 3: Passenger Section

This is the area the players are most likely to enter first. The snow and frost has penetrated the room covering everything with a chilly whiteness. Boot prints can be clearly seen marching into area 2: and back out again. (Helens as she checked for survivors)

Spot Hidden: -25% near the open airlock, one of the boot prints has revealed a smear of frozen grey liquid. (The spider's blood)

The "Blood Trail"

One of the players may scan the blood and pick up a chemical signature he/she may be able to follow the weak signal out into the snows. This will take them to the escarpment, where the spider threw itself off. Or this could be picked up by SOCO as the players are waiting for them to finish up. Perhaps a SOCO operative, (Peter Smith) is spotted by the players wandering too far away into the swirling snow all by themselves?

Following the trail will take the players to the edge of the Escarpment cliffs, 40 meters from the main crash site. The escarpment is approximately a 30 meter drop into the sea below. It is covered in jagged rocks and icy outcrops. The pack ice below is crashing and groaning in this heavy weather and anyone standing near the edge will need to beware of the fast flowing wind from the sea.

If they stand too near the edge they risk a 15% chance of that section being a weak ice shelf that will break off. (Or the SOCO techie may be stupid enough to get too close following the trail, or the keepers just feel evil.) Players may have to rescue him if he is able to grab onto the cliff edge. (Keepers choice).

If a player is in danger of going over they will need to make a jump roll to get clear. Even then they would have only managed to grab hold of a part of a rocky outcrop. Luckily for the player the cliffs are broken and uneven, given them the opportunity to "tuck" themselves in and await rescue. (Though they should make regular DEX/climb rolls to keep holding on.) Fortunately rescue and rescue equipment is only 30 meters away.

Climbing out of harms way without rope, in the howling wind and raging snow it will be difficult and tricky: -25% to make progress, if the player fails then a DEX x 2 to keep holding on. Sensible players will stay where they are, and try to call for help on their comm. links.

Clearing the scene

Once the players clear the scene they will have to wait nearly an hour for SOCO to finish up.

While the SOCO team is going about their business they players will have nothing to do over than secure the site. However the players will be expected to question Helen.

Keepers Notes:

Helen is typical of many overworked shuttle pilots "Bumping" parts across Carlson's Hope. Underpaid, overworked and exhausted. She frequently uses stims to keep going and often wonders why she left Mars at 19 to come "Build a better world" for herself. While she is growing disillusioned with Carlson's Hope and Koestlar, she is, however, keen to help the police. She secretly likes the idea of a "cool" job like the players.

If approached Helen invites the players into the cockpit of her shuttle "For a hot drink." It is large enough to

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accommodate up to four players in cramped but warm comfort. Her STV is an old "Rigger" type. The Riggers are ugly and bulky but popular with corporations as they are reliable and cheap to maintain.

Inside the old and battered, but warm, cockpit Helen has welded on a small and cheap Auto Cup to the rear bulkhead of the cockpit. (A cheap version of an Autochef that deals out drinks only.) She asks them what they want to drink but warns them to "Avoid the hot mockolate, unless you want to spag up your breakfast."

What Helen Knows:

- She was flying back from a water evaporator unit called Alpha 4, when she noticed the vehicle.
- She called it in and landed to see if there were any survivors.
- She will mention that inside the cabin looked like a war zone.
- She went over with a med kit to try and help the crew. But as soon as saw the bodies she could see it was the police that was needed.
- If the players ask how did she see the STV in the poor light? She will say that it was clear an hour ago. This front has just come in from the south. "Looks like its going to be a rough one. Never seen a storm come in this quick before." (A check with the weather observation can confirm her story as true.) She was also flying low. "It's the only way to keep your skills sharp out here."
- She can tell them that the shuttle is not your usual Koestlar craft. "It's one of them sleek security jobs. There's only about two of 'em on this ice ball. The big wigs use them to impress us poor slobs."

She doesn't know any more than that. The players may check her comms log. They will find that she made a second call after the police. She contacted Koestlar. However this is only to inform her direct boss of the situation and the reason for her delay. (Again easily confirmed.)

A know roll: or if the players ask she will tell them that the shuttle does keep records of its flight and that the black box can be downloaded. (The sensor and visual images will confirm her story.)

If the players search Helens shuttle:

- The shuttles Cargo manifest cites a list of parts for water reclamation systems destined for the scattered water producing plants throughout the continent. Without the use of load lifting equipment the players will not be able to empty out the shuttle to check. If they do insist on doing this back at Drakestown, they will find that the shuttle is carrying exactly what it claims to be. (Much to the amusement of their fellow officers.)
- The cab: Nothing of immediate interest. Search: - 15% they find some Stims hidden under the molded fabric of the pilot's seat. *E\$500 fine. She could lose her job.*

At some point:

Sgt Adams will tell the players that his team have finished. If the players didn't find the bag Adams will hand the bag to the players. He will say he doesn't know what the object inside is. They have scanned and found no prints, so they let the players handle it with gloves.

The SOCO team can also fill the players in on anything they may have missed.

The MLL (Mobile Load Lifter) will shortly arrive, a huge vehicle designed for recovering crashed vehicles. It will secure the crashed vehicle and lift it up. The bodies are strapped in so they are left in the vehicle.



Returning to the dome:

The flight back to Drakestown is uneventful and the players may take the opportunity to begin some investigations. Adams is happy to give them DNA read outs of the two men to help them ID the bodies. It's possible to check the DNA read outs by contacting the CRD. (Criminal records Database.) Players can send a transmission from the STV, or wait till they are back at their desks. Whatever the method they will get two hits within a couple of minutes: The victim's files are sent straight to the players Datapads and they will get the information listed below on Hayden Richardson and James Grant.

Within the hour the players arrive back at Drakestown. The STV lands in the dedicated police hanger in the Tower itself, rather than the main docks. Even though the hanger is small it is full of activity, klaxons blare warnings, technicians scuttle around and the tannoy booms out messages to ground crew.

THE INQUISITION HAS ARRIVED

Optional

As the players enter the gloomy offices of the investigations department they may notice some of their colleagues are giving them sympathetic looks. If they inquire they will be told "The inquisition are in Anson's office. They want to talk to you." (Internal affairs.)

Soon after they get a message on their PDA asking them into Anson office. When they knock on Anson's door he calls them in, and as they walk in they will see two suits sitting down in the office. One is a slightly built academic looking type with a grey beard and a balding head. (He

smiles, somewhat stupidly, at the players.) The other looks around 28, muscular and fit looking. He gives the players a very calculating look. He doesn't smile.

Spot Hidden: He is packing a gun in a shoulder holster, and he appears to be wearing a suit tailored to hide the fact. (That's expensive.)

After asking how the trip outside went, Anson will introduce the two people sitting in the office.

"This is Dr Carl Hedgeman, (the smiler) he is heading the preliminary inquiry into the incident in the evaporator chamber and expert on police procedures. (After a sleight almost distasteful pause.) And this is Internal Affairs Agent Ayden Portman.

Hedgeman smiles smoothly at the players, and without waiting to be asked to speak says "As you know some questions have been raised as a result of the arrest procedures and casualty figures of the Sorenvitch case. Naturally Commissioner Kai, with the ICA approval believes it is important to carry out a full investigation of the events surrounding the incident. You were the lead on the investigation, so naturally we will start with you."

Anson fixes his eyes on the ceiling...

"With the consent of the Colonial Council of Drakestown, I have been authorized to lead the investigation into the case. Also I have suggested a more holistic approach to our investigation. Normally we would place you on paid leave for the duration, but due to staff shortages that's not possible. So we have asked Agent Portman to shadow you on operations and monitor your performance. This is hah hah.....mmmph...and interesting and useful comprise don't you think?"

Portman stares back at the players. A faint smile ghosts his lips.

Ayden Portman

Portman does not like the players, or what he has read of their records or procedures. Portman, in fact, doesn't like anyone much, save himself. He is fiercely ambitious, political and he will be an annoyance throughout the investigation. He will second guess the players and basically hinder rather than help them. He is quite happy to steal the players thunder to improve his own career, or even destroy theirs for the sake of his own.

It is possible to shake him off, and players should be encouraged to come up with inventive ways of doing so. He should, of course, return like a wart.

THE INVESTIGATION 1

Police records on the two dead men.

Security officer: James Grant 45.

- Senior Security officer of Koestlar operations.
- His is an ex FLEA officer.
- He was pensioned off after a serious head injury during a riot on Mars.
- He is very well known to the police and regarded as a "Straight guy."
- He has no family.
- He has an apartment in the Koestlar dome, and the apartment is one of the domes inner high rises. A sleek black dart of a building, all glass and shiny blackness.
- If the players want to see his apartment they will be escorted by Koestlar security. It is a well appointed apartment but nothing of interest for the players.

Koestlar Employee: Hayden Richardson 33.

- Minor Criminal record. Speeding, some petty narcotics.
- Comes From Earth. New York
- Arrived in the colony in 2262
- Has a license to fly STV's. Applied in March 2267.
- Took a job as a filing clerk for Koestlar Operations in 2263.
- Is now listed as Senior Financial Officer for Koestlar Operations.
- He is married to a Stephanie Richardson. A Proxima born woman who also works for Koestlar, in the PR department. (See her section for more details.)
- Hayden is not reported as missing. But if he has only been missing for a few hours he would not officially be logged for twenty four.
- However there has been no contact with the police by Stephanie to indicate a problem
- Their address is given as Kingswood drive, Koestlar Dome.

Red Herring: He does have a one million Eurodollar insurance policy. Which also cover death by crime. His wife is sole benefactor of the policy.

THE INVESTIGATION 2

Investigating Stephanie

- She arrived in 2261 from Koestlar Operations Proxima Centuari.

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- No other family on the colony. (Not unusual in the transient populations of the 23rd century.)
- Works in the PR Dept of Koestlar Operations.
- Senior management. Well paid.
- Lives and works in the Dome.
- No Criminal record. Not even a speeding ticket.
- No children.

INVESTIGATORS INFORMATION 1

Notes on Koestlar and the colony

Give the players Investigators Handouts #2 and #3.

The two handouts are common knowledge and the players should be fairly familiar with Koestlar as a day to day presence in the colony.

KEEPERS INFORMATION 7

Koestlar Ops is in fact a cover organization for the Brothers. (See DH01 'War Wounds') Most of those that work for the corporation have no idea about the rotten heart of the company. Currently Koestlar is only interested in HR 209 in a purely business sense. Striker (Who does know of the brother's connection) does not yet fully understand the significance this find will have for the inner core of the brothers and especially its leader. Unknown to Striker, a few days ago a set of writing in the alien structure was uncovered. Pattern recognition, secretly installed into Koestlar systems by the Brothers have identified the writings found on the wall. The transmission has been sent and will be received soon by the organization based in Geneva, Earth.

They will be sending one of the inner members of the cult to personally oversee the project. He will be arriving in a few weeks...



THE INVESTIGATION 3

Going to the Dome

The corporate dome is a curiosity of Drakestown; a mini dome within the spacious and green dome of the surface habitats. In this dome the execs and major players of the

local Koestlar operations concerns live their life in high security luxury. Private Koestlar guards restrict access and only Koestlar employees may enter. It has its own bars, shops and beautifully constructed accommodation buildings. Inside the dome they have an expensive Holo system that projects blue skies and clouds, or dark starry nights depending on the time of day. For all purpose the expensive illusion of a small and prosperous Earther town is maintained. Even down to the synthesized bird song and the distant barking of dogs. (Of course they don't allow animals).

The main offices and working areas are directly below in level one. It has its own road in and elevators.

From the outside the dome is a silver and shimmering object of beauty. The main entrance has two massive doors which are always open, but well guarded. Across the guard outpost can be seen smiling holographic faces, shots of normal married life and cheesy pictures of happy employees' look down on the players. The four heavily armed guards, in the customary Koestlar uniform colours that appear very similar to ICM uniforms at a distance, will watch the players with barely concealed hostility.

The players will be stopped. The police ID checked and generally stone walled by the guards. The guards contact the Hospitality Officer (A liaison between Koestlar staff and the authorities.) The HO will take them to the house of Stephanie. If the players kick up a fuss and demand to go in and not wait for some "Suit," then the guards will refuse to let them in. If the players become very insist they will relent. However the HO will be informed and she has less distance to travel than the players, so she will be waiting for the players outside the house.

The Hospitality Officer

Rhiannon Dixon. Short dark hair, pretty smile, and appears mid twenties. She is working with the established Koestlar protocol. I.e. investigate to insure nothing comes up to embarrass the company, keep an eye on the spouse, limit any contact with the police, and media should they sue for some reason.

Dixon has a warm smile and cheerful face. A medicine, or surgery roll may notice the little tell tale that she has had some cosmetic surgery to make her face seem more honest. (Larger eyes, laughter lines around the face, bigger smile.) She is a good actor but a minus -10 psychology roll will see that her friendly confidence is a front, and she is a little intimidated by the police.

If she meets the players at the gate she will insist on taking them to the house by an expensive limo. Inside the limo are drinks and nibbles. If however they refuse, she will give them an odd look and simply suggest that they follow the limo to the destination.

Stephanie's House

The house is situated in a leafy suburb, which could be any affluent area of any earther town. The cars pull up in front of a detached house in the late 20th century style.

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As they start walking up the house Dixon Comm unit goes off. (An expensive gold bracelet device, from the Paris fashion houses.) She Smiles an apology as she looks at the text message on the tiny screen.

Psychology rolls -10: A brief moment of doubt crosses her face. Koestlar have been informed about the strange nature of Hayden's and Grants death. They have sent a coded phrase to Dixon. "You have lovely eyes." It means: that her current client (Stephanie) is held under suspicion and is now being investigated. If challenged by the players she will simply shrug it off as a "boyfriend."

Her driver and a body guard will stay outside.

Note: If the players later return to Dixon to find out what's going on they will have problems getting her in the dome. However she does often go out into the entertainment zones with friends. If they questioner her she may reveal some of the above facts if the players Roleplay it convincingly enough.

Inside the house:

A young man will open the door. (He's Martin, the house android.) He greets the players in its soft voice and ushers them in. The house has all the trappings of the very rich. Natural materials, the latest gadgets, etc. It's clean and well ordered. Martin will take them into a fashionably appointed lounge area where a very attractive blonde woman in her thirties sits on an expensive sofa. (She was asked to go home to meet ColSec.) She looks worried as the players enter and asks. "What's happened?"

Speaking to Stephanie:

First they must notify her that Hayden is dead. If they do not handle this sensitively, then the HO will insist the players leave. (They are on Koestlar owned property without a warrant. If Portman is there he will kick up a fuss with Anson later.) If the players force the issue then a direct call to the Commissioner will follow shortly.

However if they are sympathetic she will be cooperative, if upset. A Psychology roll: will indicate it all appears genuine. (It is, she really did love her husband and they were good friends.) After a while she will calm down, with the hospitality officer comforting her. The android Martin will fuss around looking concerned.

Stephanie, like her husband, works for the Consortium, and is a very intelligent person. Even in her grief she is able to use it to get what she wants. She believes, correctly, that the death of Hayden will raise questions in Koestlar and she doesn't have much time to act.

Questioning Stephanie:

She will be willing to answer questions in a tearful way.

- She knows of no-one who would kill him. (lie)
- She will claim that he sometimes vanished for long periods.
- She thought he was having an affair. (lie)
- That's where she thought he was last night.

- She was too embarrassed to say anything. Koestlar is a family company.
- He had no enemies and would never hurt anyone. (lie)
- It could have been a work rival as big promotion was coming up. (She throwing in a red herring here.)
- She does not believe that she is in danger.
- If the players offer police protection. Dixon will interrupt and, in a nice smiley way, comment that Koestlar will provide security "for their own"

An odd little moment:

Once the players look like they are coming to the end of the questioning. Stephanie will ask one of the players for a comm link number and hand them her card, which she fishes out of the pocket of her suit jacket. Dixon will smile falsely (a moment of panic crosses her face. Psychology roll -10%). She tries to politely say "that won't be necessary and I'm sure they will go through proper channels."

But Stephanie is already thrusting the card into the hands of a player. If a player takes her card, and gives her their number the HO will look unhappy but be unable to stop it. If asked why she seems so concerned she will brush off the question, and suggest that the players "Give Stephanie some time alone now." When the players leave they will be escorted out of the Dome by Security, but Dixon will stay behind in the house.

CASE DEVELOPMENTS

Sometime in the early morning the details of the pathologist report will arrive. Dr Kai will send the data to the players PDAs. The players do not have to go to the morgue. However, if they wish. Dr Akai will have no problems with the players coming down to take a look.

Please Refer to War Wounds for a description of the morgue.

Akai's Forensics report

Okay, Officers. What follows are the results of my preliminary autopsy and investigation.

Give the player Investigators Handout #4.

Hayden Richardson. White Male. 33. Koestlar Employee.

- *An 8 mm pistol round punctured his Stomach. Finally lodging in the rear left rib cage.*
- *This wound, naturally, caused severe internal bleeding.*
- *There are traces of severe bruising around his stomach. This was caused by the muzzle blast. The gun must have been fired within a meter of the victim.*

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- Gun powder residue on his suit confirms that.
- He has dangerously high levels of Stim in his blood stream.
- He also as bruising around his left wrist like whip or robe had wrapped around it. No traces left of what material. This happened close to death.
- Essentially died by bleeding too death as a result of his wound.
- He must have taken around 25 to 40 minutes to die. Time of death? (Difficult to tell as a result of laying in the cold. But estimate that he had been dead for less than a day.)
- He shows no other signs of broken bones or sprains.

James Grant, White Male. 45. Koestlar Employee.

- Grant show signs of severe trauma.
- Three cracked ribs.
- A stab injury to the inner left thigh, (no metal fragments)
- The skin of fingers of both hands are torn.
- He is dehydrated with traces of adrenaline, drug induced, in his system.
- His died when his neck was broken.

So I assume he died when the vehicle crashed.

Hope that helps, if you need anything then please contact me, but try not to fill my morgue up with this investigation, eh?

Akai.

The Forensic Report

This will arrive after Akai's report.

This is what my team has come up with so far.

Give the player Investigators Handout #5.

James Grant:

- He was wearing body armour. But no sign of helmet face plate or gloves.
- His armour show signs of scoring and impacts but not able to discover from what.
- On his boots there are Traces of oil and plastics compounds common for lubricating machinery and cleaning agents. Most industrial sites have them.
- He recently fired the two of the three guns found on the cabin.

- Traces of plastic explosives were found on his hands and arms.

Hayden:

- Hayden was wearing an expensive suit and his hands show signs of recently firing a gun.
- He had nothing on him save that gun and that bag with what we now know to be an androids CPU, not the whole brain just the CPU.
- The Bullet that killed Hayden was an 8 mm pistol round fired at close range. It doesn't match the bullets from the three pistols found in the STV.
- All three guns are registered to Koestlar Security as a part of there armoury in Drakestown. They are generics and not registered to any one security guard. (I have never really believed this but can't prove anything.)
- Someone else's blood was found on his suit. DNA confirms it is the blood of a Sandi Cordwain. ID: MAR0045678IBX. I did a quick check: She runs a haulage business up on Level one called Callum Corp.

Keepers Notes: If the players have Forensics skills they may be able to take part in the investigation of the rest of the equipment, or they may simply wait for the report. All of the equipment is available for inspection in the labs. If the players analyze the equipment themselves then use the apposite skills, know and idea rolls.

The Grey Liquid.

The liquid found in the STV, contains an unusual mix of known chemical and unknown agents. While it looks like androids blood, it has a completely different makeup, its purpose is unknown.

We are currently processing the STV; we will let you know when we have finished.

Adams.

THE INVESTIGATION 4

The STV

The STV is in the Police Hangers. Sgt Adams will invite the players to come take a look.

He thinks they should see this:

The players will be called into the docks to see the shuttle were the lab team will inform that 59 separate rounds were fired from three guns all have been found

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and the trace indicated one was fired by Hayden the other two by Grant.

The lab team will show with some Ghoulish delight the laser light tracking of the rounds. It demonstrates a weird corkscrew like effect of weapons fire. See below for more details.

In area three the bullet pattern are conventional, but start from the opposite side of the open doors. The fires must have had their backs to the door. (This was when the Spider dived into the STV as they were sealing the airlock.)

Then in area two, from the open airlock, at ground level, the weapons fire corkscrews up a bulkhead across the ceiling, down the other bulkhead and back onto the floor, right on top of the grey patch, near the entrance to the cockpit. "It looks like an old fashioned corkscrew." Says Adams. "Weird."

Checking out the STV.

- The STV is registered as being a Koestlar "runabout" in that it has no particular base.
- Koestlar have not run a flight plan for it for the time it has been on Rainbow 12 to minimize the apparent traffic going through the rig.
- So its last flight was logged 8 weeks ago with Flight operations From Drakestown to Alpha 66: An evaporator processor out on the mountain ranges. 1,000 km North of Drakestown. (The purpose of the journey was not logged.)

As a security measure they stopped logging the STV flight plans. Money can grease a lot of wheels in Drakestown.



Alpha 66

Chief of Operations a burn out called Giles Walters.

If the players decide to follow this lead they will have to fly up into the Northern Ranges, an alpine like ridge of snow capped mountains Rainbow 18 is a water reclamation unit for Drakestown. While it is largely automated, it has a crew of four deadbeats.

Vast and cathedral like it is designed to melt some of the ice on the high alpine like mountains and send the water down into Drakestown by a huge pipeline system. Up there the air is thin and players will need oxygen masks if they go into the open. (The Koestlar owned

structure has pressurized area for crew to work in.) They crew will be perplexed and say that some guy called "Grant" came up to check their security procedures. "A real hard ass, came in one of those fancy Raptors."

This lead is something of a red herring and a waste of the player's time.

THE ANDROIDS CPU

If the investigators give the CPU to the technical unit then they may get some of the following results at the keeper's discretion. Though of course players with the right skills may attempt to patch into the software themselves.

The CPU: the physical evidence

- The hole is not a bullet hole. The puncture mark was made by a sharp and pointed object about the size of pencil. No traces of any material around the puncture mark.
- It looks like the penetrating object went straight into the processor of the CPU; there are microscope scratches and electrical burns on the areas of the brain directly in line with the hole.
- The "veins" of the brain were severed by a sharp knife. (Traces of steel found.)
- DNA Traces indicate that Hayden and a Paul Walters (Listed as an Administrative Assistant for Callum Corp) handled the CPU
- Scratching on the metal casing indicate that it was levered out by a knife.
- The CPU has a serial number.
- The serial No place it as Koestlar owned model. Shipped in around two years ago.
- It's designated as an "Off Main Site Cleaning Unit." In other words it's shipped around the myriad Koestlar plants and process units as when needed.

Keepers Notes:

To get the androids current placement they will need to contact Koestlar operations they will be put through to Dixon who will promise to check. Dixon will then notify her bosses, if the CPU is, officially, mentioned to Koestlar they will try to demand its return. However, as it was found on a murder scene, it is clearly ColSec legal right to keep it.

The CPU: What's in it?

The Software:

- Simple visual analysis of the data on a computer screen will indicate that many of the core protocols have been disrupted and damaged. Data is missing and the CPU appears to be stuck in an information loop.

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- A lot of information has been corrupted. (Computer use, to see a strange pattern on the corruption.) The pattern appears to be slicing information and storing it in linked "racks" possibly ready for downloading? The data corruption is actually the AI's attempt to access and manipulate the software of the androids brain, by changing the actual language of the software. The process was interrupted by Hayden who shot one of the servitors, as it was processing the screaming androids CPU.
- The androids brain is stuck on the last moments of its "life" It has a recurring image of a sudden glint of metal inside a dark conduit then a rush of black leathery tentacle like shapes shooting out of the darkness. SAN loss 0/1d2.
- As a part of the information loop the android is trying to download data into its vocoder, if the players play it through an audio processor they get a strange high pitch screaming that goes on without end. (If an NPC techie is present, and the players were involved in War wounds, he/she will look shocked and say. "Why are you guys always getting the fucked up shit?")

The Corruption:

The data Corruption is actually part of the Alien AI Trojan software. It appears to be simple data confusion. However good computer programming skill roles will begin to pick up traces of patterns. (The patterns form a fragment of a part of a language.) The AI is very able to manipulate the "primitive" computer language to mimic what it desires. Some more roles may determine that the software had hacked into every system even the "sealed operational" files of the android mind. Much of its core memory appears to have been completely filleted and placed into new folders, in an apparently random way. From the human point of view it is the work of a master programmer. From the AI's point of view, it's a piece of clumsy work as a result of the poor tools of the human programming language.

INVESTIGATORS INFORMATION 2

Sandi Cordwai

The Police facts: there are some records of her, but much appears to have been mistransmitted.

The Facts:

- Her files are corrupted and her previous locations are unknown.
- She arrived in Sept 2267
- She worked briefly as a shipping clerk on the Gerard's Orbital.
- Then in 2268 bought out Callum Corp after the founder (Leo Callum) committed suicide. The company and its name were sold off by the estate. His wife Jan returned to Earth in 2269.

(It will take weeks and a real dead end if the players chase it up.)

- She has a Small apartment up on level two, in the Bryson Habitat. (Lower middle class area.)
- Has no criminal record.
- No partner or children.
- Streetwise Roll: Its been rumoured that Callum Corp is a front for Jason Taverners gang the Consortium. (See handout on Taverner and the entry on Callum Corp.)

THE INVESTIGATION 5

Cordwai's Apartment [Map 3]

Her luxury apartment is on the third floor of a four storey habitat in the relatively prosperous area of Bryson Level 1. A stairwell and a lift lead up to the apartment, its one apartment per floor. The building is owned by the UEF and as such the players do not need a warrant to go in side the apartment.

The main entrance to the building is Biokeyed locked and the players can either buzz the other three apartments, where a suspicious resident will demand they show their ids to the camera. *(If they buzz Cordwains. apartment, they will warn the three Mercenaries hired by Koestlar currently searching the place. See below.)* Or the players can use a "Key" a downloadable program that can be used to access UEF which has its security system tied into the main colonies security system. Incidentally the goons in the apartment used a similar, but illegal version of that program to get in.

The shared areas of the apartment block are clean, carpeted, the walls are in soft pastel shades and there are pleasant 2D pictures on the wall of countryside scenes.

Whether the players take the stairs or the lift, when the arrive on Sandi's floor they will spot her front door is ajar. The lock has been smashed. She put in a lock that used old fashioned non computer tech key and bolt. There unusual but not that difficult to come by in Drakestown.

KEEPERS INFORMATION 8

The goons

If the goons do not know the players are coming.

Listen rolls will here the sounds of movements in the room, and then a smash of glass. A male voice whispers hoarsely "Hurry up; we've been here too long."

At this point there are 2 goons in the living area. One goon is the main bedroom and the other in the kitchen. If gunfire occurs they will come out of their areas shooting.

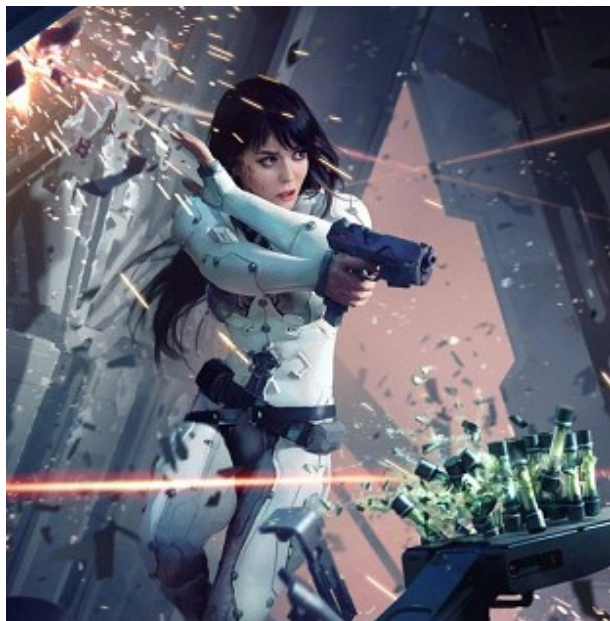
NEW HORIZON, campaign pack DH1.2

The goons are armed with 8 mm pistols. (1d8) 2 clips each. They will fight to the death.

If the Goons know that the players are coming.

They will turn over a sofa for cover. (AP 2) Two will hide behind it. The other two will be kneeling in the corners of the room next to the door the players are coming through. These guys are not the pick of the Koestlar corp and are panicky and will open fire.

See Koestlar Mercenaries in the stats section for details.



After the Carnage

If any of the goons are still alive for questioning the players may get the following.

- They were hired mercs, paid to ransack Stephanie's apartment.
- They were hired with cash. A Brown envelope left at a regular location and dealt with by phone.
- The comms number can be traced to a deserted flat on level 3.
- This is also the same location that the cash was left behind plus anything that had been found.

If the player's stakeout the location they will spend a fruitless night, though they may encounter some wildlife... If they ask around the area they may find a drug head called Little Dave, (Luck roll.) from the squat opposite will tell the players that he saw some suits come in and out (plus the mercs on occasion.) He saw Yeager. Striker's personal psychic bodyguard and head of security.

Naturally if they go to talk to Yeager he will deny everything and his Lawyers will demand to see their

evidence. If they bring out the confused and stuttering Little Dave, they will simply laugh in the players face, and ask. "Who do you think a jury will believe?"

THE INVESTIGATION 6

The apartment layout

Regardless of what happens between the goons, below is what can be found in her apartment.

General

This should be a chic, minimalist style of apartment, with plenty of space, a real luxury on Drakestown. However the Koestlar thugs have torn the place apart systematically. The real leather sofa is smashed, the plush white carpet torn up. Each room shows signs of having been turned over in a desperate search. (Each floor is heavily soundproofed hence the complete ignorance of the neighbors.)

Room 1: Living Area

Pictures of family, a clear Martian background. Photography skill check or lab work will show the family, background and friends are all computer generated images. Everything apart from Sandi, a pretty auburn haired woman, is a fake.

Room 2: Bedroom

The bed has been turned over and the mattress cut open.

Room 3: Bathroom

Nothing of interest. Some expensive perfumes and soaps, again it has been trashed.

Room 4: Office

The frenzy has reached a pitch here. The computer has been torn out of the wall and taken out. (One of the goons has the CPU in his pocket.) There is nothing incriminating on it however.

Room 5: The Kitchen

The freezer, heavy and unmoved. Spot hidden (Scratch marks as its been moved previously). SIZ 20 to move, players can combine strength to shift it. A 1m x 1m hatch, obviously a home made job. With an indent, the indent is a security lock. Security systems roll to break or brute force. AP: 15, HP: 40.

Inside:

- x10 fake IDs all with Cordwains picture: her hair style and eye colour different on some of the cards.
- 5kg of Plastic Explosives.
- x2 SMG's: 5 clips.

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- A bag of cash: E\$6000
- x3 large packs of blue meanies. All unopened. Around 100 tablets each.
- An expensive laptop.

Characters with computer skills may attempt to crack the system of the laptop. (-15% as it is solidly protected.) Doing so will reveal a series of maps and information available on *Rainbow 12*, but *NOT* on the chamber with the alien building. (See DH03 'Cold Tower Part Two' for Maps.) There is also a copy of a series of invoices from *Rainbow 12*, marked SENSITIVE. An accounting skill roll will indicate that Koestlar has spent nearly E\$6 million in the last six weeks on the following, for one industrial site.

- Personnel, scientists, security.
- Water pumping equipment.
- Pressurized lifts.
- Prefabricated scientific laboratory and a bewildering array of sensor and analysis equipment.
- Enough Consumables to feed over 300 people per month. (Know roll these rigs have crews of around 100.
- Weapons and armour plus lots of security overtime.
- Sensors, robotic proxies.
- Isolation and decontamination chambers.
- Weapons and vacuum survival equipment.

The laptop also has a detailed map of the Koestlar dome and environs. Nothing else of interest is on it.

CALLUM CORP

Map 4:

A very minor league transportation company.

Know roll: in the late 60s there was a minor boom in small transportation companies on Carlson's Hope. However the bubble burst, taking a lot of investor's money, and closing down many of the companies.

Streetwise roll: many of these companies went bust, or were taken over by crime syndicates, or even corporations as subsidiaries. Though sometimes it's hard to tell the difference.

The Truth: The business is one of many small concerns run by Jason Taverner, head of the Consortium. Some of the "partners" of the company were on the infiltration team. (Sandi was the "chairperson".)

Registered Partners:

1. Sandi Cordwain
2. Marcus Hung
3. Paul Walters

Marcus has gone underground fearing reprisals from Koestlar; he has, however, returned to the company and scrubbed all the files. When the players enter the building there should be traces of his visit. A still warm mug of tea. A cigarette just put out. They must have missed him by seconds.

The Building

Sited down near the docks the haulage firm sits amongst a series of warehouse in a run down area of the docks. This building is old battered and sealed off by a large metal fence. The gates have been locked. As have the doors. The security system is electrical so the players will have to use brute force or the appropriate skill to enter. The security lock is a standard model.

Map of interior

1. Storage area:

This is the main storage area, normally a place like this would be a hive of activity, but here its dusty, with ancient rubbish strewn across the empty storage and loading space. In the corners rats can be seen scurrying. It looks like no-one has worked here for years.

On a raised platform, with a rickety metal stairs leading up to the first floor office space. The lights are on, but no movement can be seen behind the dirty and cracked windows.

2. Reception:

An old reception area, the furniture's is rotting and stinking. Nothing of interest.

3. Desks:

This has some desks, there are files and boxes all left from the old Callum Corp staff. If the Koestlar men turn up the players could use the tables as a barricade.

4. Filing cabinet:

The main office. Again old and dusty with dented filing cabinets and broken furniture. A computer sits on the desk smoking from being shot to pieces. The CPU is missing.

Spot Hidden: Players may notice the lock on one of the large wardrobe like cabinets is the only new thing in the office.

Forcing the lock is easy. STR 8 on the resistance table or a skill roll. Inside is what appears to be a home made armoury. The Armour racks are empty. Save for two helmets. There are five spaces for Assault rifles.

So whats there?

- x1 Assault rifle: 3 clips for the rifle can be found.
- x1 Shotgun: A box of 50 shells.
- x3 Combat knives. The type used by the ICM.
- x1 10mm pistol. 1 clip.

Technically this is evidence and should all be handed in. However when the goons arrive the weapons may be useful. Assuming the players can use them...

AND NOW THERE WILL BE VIOLENCE...

As the players are investigating the building a plain ground car should turn up outside the building. (Listen roll for the sound of the engine.) With at least one goon per player and an extra one. (Two cars if you must.) They are Taverner's goons. Wearing dark suits, and long black coats with shotguns attached. They have come to find Marcus and bring him to Taverner, and also destroy any evidence they find.

If the players ID as police they will attempt to flee the scene, by shooting their way out. (A possible car chase may occur through the warehouse district... yes there are the odd piles of cardboard boxes scattered around the district... ahem.) If they are wearing plainclothes and the players do not id themselves, they will assume they are some of Koestlar security, and start shooting. They carry no ID, but if captured and interrogated successfully (or traced by their DNA).

Then the PC's will get the following:

- All of the goons do "legitimate" work for private security firm called Gaspari Security.
- Gaspari Security is owned by Al Gaspari. A know or streetwise roll will tell the players that he is a low life known for hiring out muscle for "enforcement" and "debt recovery" to anyone with enough money.
- The goons were hired to "search the warehouse." By a contractor called Mr. Mills. Gaspari and his Lt's suspect Mills is a front man for Taverner. The goons in the gunfight will only know they are doing a job for Gaspari, and that "the Hassle, weren't to catch on."

If the players go down to see Gaspari in his seedy office on level four. He (a rough looking Earth Italian with hygiene issues.) will meet and talk to the investigators. There will be a couple of goons there, but they won't move on the cops unless they have to.



What Gaspari will tell them

- He will tell them it was a job for a "Mr Mills."
- Mr. Mills is a regular of the firm and often calls them to assist him in "debt Recovery" operations.
- These operations are off the books, and illegal. (He has done around 30 in total over a ten year period.)
- He will deny any knowledge of who Mr. Mills is other than a name at the bottom of a credit slip, or a comm signal.
- He will claim he has never seen him. (True he has always dealt with henchmen. Gaspari is too small time for Taverner to waste his time with.)

The above would be enough to revoke their security licence and shut Gaspari down. Also the goons and Gaspari could be charged with breaking and entering and conspiracy to commit a crime, robbery etc. (However their families will be very well looked, after if they do time, if they sing, well... who knows what would happen to their families?)

Even if a goon points the finger at Taverner, there is NO evidence. (even if a psychic probes Gaspari, Gaspari has simply guessed Mills works for Taverner.) Also, the money trail ends in anonymous cash deposits. And Taverner has a lot of corrupt cops on his payroll (this is dealt with in another game.) who could get to the prisoners. Also he, like Koestlar, can afford the best legal assistance.

THE INVESTIGATION 7

Paul Walters: 38

- Worked as a shipping clerk for Callum Corp.
- Mars born.
- Arrived in colony two years ago.
- Ex marine. Dishonorable discharge after jail time in a military stockade. Rape of a young woman on Paragon in the 36 Ophuichi star system.
- He lives on level three. The Santiago Springs Habitats one level and three doors from where the players arrested Gavin Earley. His single room apartment is more like filthy prison cell than a place to live. Apart from fridge full of cheap alcohol there is nothing of interest to the players.
- Paul Walters is dead. Eviscerated by one of the spiders.

Markus Hung

- He is a 25 year old Drakestown born man.
- Lived in the steamer with his immigrant family. So only a few records of him.
- No formal education.

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- Spent 16 months on the PIS scheme after mugging someone back in 2360, also a string of fines and convictions for assault and petty theft.
- Hired two years ago by Callum corp.
- Now co owner.

The apartment Marcus lives in

Level three, Boston Habitat: Greasy and stained corridors, listless looking children watch the players with hostility. Dull eyed people going through their existence. Graffiti on the walls. "The builders in the void." Written across Hung's door by spray paint.

Again very little information will be here. Unlike Sandi's the apartment is a little more lived. However Sandi was the data keeper.

KEEPERS INFORMATION 9

The End of the Day

Its hard to judge how long players will take to get this far, but at some point after investigating Callum Corp and when the players are about to come off shift, or whenever is appropriate for game purposes, they will get a call from Dixon. She will invite the players to meet an Alison Striker the local Koestlar CEB (Chief Executive (local) Board). The meeting is in the "The Forum," an expensive restaurant and exclusive club in the Entertainment Zone. A know roll will tell the players she is one of the most powerful people on the colony. She effectively represents Koestlar's interest on the colony. The largest employer in Drakestown.

The Forum is located in the smarter end of the Entertainment zone referred to as "uptown" less gaudy, and smaller than the more brightly lit and crowded trashier end of the entertainment zone.

The Forum is a modern four story building with well dressed (and armed.) doorman and it's full of expensive furniture. Inside the glittering main foyer an impressive crystal chandelier from the 19th century hangs. The lighting is subdued, and a handsome young man (Android) plays a classical piece on the piano. (*Rachmaninoff, Twenty-Four Preludes, in case you have smug players.*) All around them the décor is expensive (natural woods, cottons and silks) the clientele are those on top of the money food chain in Drakestown. If the players turn up scruffy then they will get a few snobbish stares and some titters from braying young YSR's. (Said: Yossers. Means: Young Stupid and Rich.)

An elegantly turned out maitre'd (Another android called Jenkins.) will ask the players for ID and will politely suggest they borrow a dinner jacket and tie from the clubs own stock. (The jackets won't fit and the ties are... *nasty.*) If the players refuse the Android will not press the matter, but will attempt to stop any of the players hitting the bar before seeing Striker. If Ayden Portman is with the players he will be told by the android that "Miss Striker does not wish you to be present at the meeting." Portman will look outraged, but he dares not anger

someone as powerful as Striker and will stomp off to the bar.

They are taken to a small but plush room, with alcohol and expensive, but delicate, nibbles provided. A few moments later, large double doors open. Letting in the sounds of a gentile party. Alison Striker, a handsome, rather than beautiful woman, in her mid forties wearing a black evening dress enters. She is followed by her body guard. A tall man with a gaunt face. (Think Christopher Walken scary face type.) As the bodyguard closes the doors players may spot the ColSec Commissioner Kai and some faces from the colonial council in the party. Her bodyguard has an omega badge on his label indicating that he is a psychic. If there is a psychic in the group he will make eye contact, his eyes are sharp, and he gives a sleight, barely visible nod of acknowledge the player then looks away.

The bodyguard is not introduced and says nothing as he stands by the door, though he does watch everything closely. And will clamp down heavily on anyone who attempts to use psychic powers. His name is Carl Yeager.

What does Striker want?

She wants Stephanie and any information the players may have gathered. Stephanie, being a skilled operative of the Consortium has escaped her guards, killing one. She has also escaped with sensitive information on the project. Security files, (some diagnostics of the writings found on the building walls.) sent up to the main labs in Koestlar. The investigation into her has uncovered this and more. She has called in ColSec to display her power and offer them a "reward" for keeping her informed. Though preferably she would want the players to hand Stephanie over, but she will, at least, attempt to persuade the players to give up any info they have.

She will sit down and smile a friendly, well practiced smile. She will inform the players that she is concerned about the recent tragedy of one of her "own." She also points out, looking at the player who Stephanie handed the card to, that Stephanie appears to have slipped her "protection" and has disappeared. "We are worried for her safety, and our agents are searching for her." She will subtly mention that any help from ColSec will be gratefully appreciated. She also understands that the players are going through a lot of stress with this unfortunate investigation by internal affairs, I'm sure I can put in a good word with the LCC. They seem to value my opinion."

She is not lying; she will reward them and can make the Internal Affairs investigation go away. She wants to be fully informed if they find Stephanie and give her an opportunity to speak to the "poor girl." Of course "We are currently searching for her ourselves and I'm sure we don't want to step on each others toes." (In other words, help or stay out of the way.)

She will ask about their "little confrontation" at Callum Corp. If the players ask how she knows she will simply say that its amazing how much can get back to her. "Gossip is such a cheap commodity in Drakestown." And that the haulage company has been noticed by her "own

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personnel" as having possible underworld connections. "One Callum Corps largest investor is Jason Taverner., you must have heard of *that* particular shark?"

She will of course mention that the party she is currently hosting is a "fundraiser" to help promote the Centralists bid for the elections. Then smile saying one of her aides is throwing a party for the Regionalist.

Once she has said her piece and answered any player questions she will look at her wristwatch and smile apologetically. "Oh... my guest will think I've been kidnapped." She will then nod to her guard to show the players out. He will do this in a non committal way as possible. He will answer in a non conversational way.

If the players try contacting Stephanie she will not answer her comms. (She's ditched it.)

INVESTIGATORS INFORMATION 3

Jason Taverner

Give the player Investigators Handout #6, or read out to the players.

Taverner is the other side of Dominic Moody. Highly intelligent, (INT 17) Strong willed, (BRA 18) organized, professional and successful. Taverner is a serious heavy weight in the criminal world of Drakestown, and not just metaphorically, his girth is legendary. However should you accuse him publicly of being a gangster, his team of highly paid lawyers will really make you wish you hadn't. Oh sure he's a big fat guy, and people tend to think that makes people stupid and jolly, and he also wears large, white suits that make him look like some old fashioned airship. Sure he smiles all the time and has a big joyous laugh, but then sometimes you will catch a glint in his eye a shark like deadness. His eyes are hard, grey and as brittle as frost. Drakestown is full of sharks that prey on smaller fish. Taverner preys on everyone, even the sharks.

KEEPERS INFORMATION 10

Taverner is in fact a major ERC intelligence officer and has been operating here in Drakestown for nearly two decades. He original remit was to establish contacts in the criminal underworld. However, with his great ingenuity and natural intelligence, he has exceeded the bounds of that operation and *become* the center of the criminal world in Drakestown. (It's partly his own special genius, but also a back up plan should the ERC collapse, or proves disloyal to him. He will simply trim sails and carry on in HR 209 as if nothing had happened.)

The players will have had dealings with him previously. See handouts.

He is often found in his pride and joy: The Black Cat Café. Café is an inaccurate name as it's really a large multi floored nightclub. Its high class and is a venue for live Blues Jazz fusion. It's in the entertainment zone, and

dinner jacket (or evening dress for the ladies.) is required. However the suited gorillas on the door won't push the point if IDs are flashed. The place goes for dark moody lighting, modern art is on the walls and the place exudes elegant chic. As the players enter they can hear a young woman sings "Strange Fruit." a 19th century Jazz classic, famously sung by Billie Holiday. The singer is accompanied by a non android live band. Cigarette smoke curls around the soft lighting and the low murmuring of the clientele is soothing.

However if the players look closely enough they can see the cracks in the dark corners of the Club. The doped out ruins lurking in the corners, a hooker with a black eye barely covered with make up. The lean and hungry faced business men and women, all spending their money as a statement of power with their arms thrown around dead eyed "escorts" that look like just the right side of legal. All in all a shark pit.

Taverner can be seen in the dim light standing at the bar, his fat white suited frame clearly visible. He's talking to another man in an easy and relaxed manner. He turns and looks straight at the players, smiles and walks towards them.

Taverner will greet the players as an old friends and offer them drinks "on the house." Placing a paternal hand on their shoulder he will guide them to a comfortable nook with padded chairs. He calmly removes the reserved sign on the table. As he does so he motions to two suited man near the bar (One of his lawyers, the other his psychic protection.) They will join the players. Taverner will not ask if the players mind, and doesn't care if the players are happy with it or not.

Taverner is not easily scared by the police. Unlike Mooney's deluded arrogance, this calmness comes from the clear and certain knowledge that ColSec cannot touch him at the moment.

Taverner is a sophisticated and cultured man. He will not lose his temper. He doesn't swear and is icily polite when angry. He always remains polite. It also amuses him, at the moment, to play the perfect host with the players and will lavish free drinks and smokes on the players. His guards keep a discreet distance, but they are nearby.

He won't give anything away and certainly will not offer to help.

- If challenged about Callum Corp: He will say. "Your point? I have a lot of investments."
- If they mention that the place is empty and has done no business. "Really if I knew that I would have informed my brokers to cancel the payments. I'm always too generous with my money." Smiling "Kindness is weakness of mine and I'm always been taking advantage of."
- If they accuse him of using Callum corp for crimes, he will laugh. "Really? Guilt by association, hmm I'd like to see you prove *that* one."

Some typical comments. "You know, I have always respected Colsec. The finest police force money can buy."

THE INVESTIGATION 8

The Mistake of Markus

At this point any attempt to find Markus should have drawn a blank. Markus is skilled enough to fool security surveillance and detection. (He is using a fake ID and bank account.) He has already survived an encounter with a Koestlar extraction team, but he managed to escape. Now desperate and his options narrowing he is heading for Taverner club in the fading hope that Taverner may be able to arrange a flight out.

This event occurs as the players are leaving the club. As they come down the steps onto the gaudy and crowded streets of the entertainment district, one player should spot Marcus Hung across the road. (They should recognize him from the ID Photos.) As he is about to risk crossing the busy traffic lanes to the club side of the roads he makes eye contact with the player. Marcus has always prided himself on being able to "spot the hassle a mile off." Today is no different. With a look of surprise and fear he turns quickly bolting down a side alley between a strip club and an all night Italian fast food place.

This is a good old fashioned police chase. This should be treated with a sense of fun and throw in the usual conventions of police chases. I.e., dodging people, cars and the occasional quickly aimed gunshot from Markus. Foodstalls and people should be sent sprawling and the players should "nearly catch him" several times. (Fudge dice rolls if you must.) Markus is fit and is able to dodge quickly down alleyways and streets, always frustratingly ahead of the players.

As the players chase him they have a chance of picking up other uniform police officers on the way. Who will join in the foot chase. If a squad car tries to intercept him he will dive through a shop and run out to the back or just dive into an alleyway. (All this is at the keepers discretion.)

An idea or Streetwise roll will indicate that he is heading in a rough direction to Garden Square. A large open space filled with huge vid screens were pre-recorded concerts are played to passing members of the public, beer tents and food stalls can be found there. At this time it will be full of people.

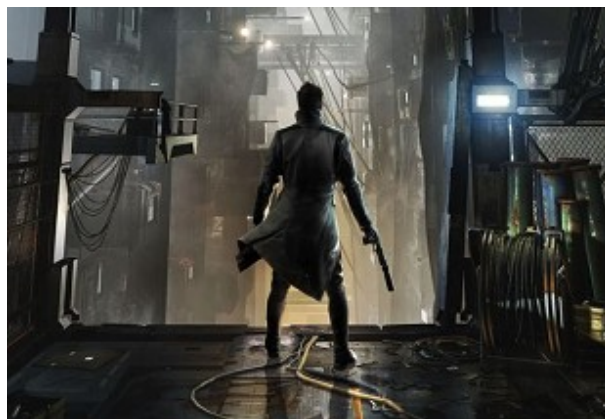
As he gets to the square the music is deafening and the partying people are a confused babble, let the players lose him then find him again. They should spot him running across the road on the other side of the square. Here can be found the Park Garden Metro. (The mass transport station.) As he runs across the open road dodging traffic, two dark coloured ground cars car screams out of nowhere and nearly knock him down. He dives over the bonnet of one as the cars beetle doors fly open and dark suited men armed with pistols pour out. (8 in total and 7 will chase after Hung down the escalator stairs into the Garden Square Metro Station.

The other will wave an ID card at the players screaming at the top of his voice. "Intelligence business stay out of it Hassle." A gun shot rings out from the Station and the sound of screaming civilians. (Marcus shot wildly, hitting no-one.)

Hopefully the players will ignore Lt David Cullen of the FSA and continue to give chase. He will shout after them, but stay with the cars. Players running down into the metro will be confronted by civilians running the other way. (The intelligence team has the same problem and progress is slow.) Let the players make dodge and skill rolls to get through the crowds. If they are unlucky they may fall. Make another luck roll: if they are successful then they get away with a few bruises, cuffs and footshaped bruises turning up the next day. (No serious damage.) If they fail, 1d4 damage from being trampled.

Once down into the metro they will see a two carriage L (The nickname of the type of automated train carriages used in Drakestown.) with its doors open. Marcus has dived in, closely followed by four of the intelligence officers who got through the crowd.

The doors begin to shut as the players get to platform and the carriage. DEX x3, jump rolls to get through the doors as they begin to close. Failure means the players *bounce* off the closed door. (ouch!) Meanwhile Marcus has run through to the other carriage followed by the four men. Terrified civilians look around confused by all the sudden action. The L begins to rattle along its course as the players enter the front carriage. People are screaming, some are on the comms calling the police for help.



Marcus Cornered

Marcus is corned holding a terrified teenager with a 10mm pistol pointed at her temple. He looks scared and desperate. (A psychology roll will indicate he is in an unpredictable state and very, very dangerous. He may well shot the girl.) The girl's scared boyfriend looks on.

The Intelligence officers are screaming at him to put the gun down, he is screaming back at them, the girl is crying in terror and the civilians are cowering in fear of what may happen next. Time for some Fast talk rolls or good role-playing.

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Whether or not the players diffuse the situation, Marcus will at some point realize all is lost. (He knows what the Intelligence team will do to him and he doesn't want to go out that way.) His shoulders will slump and an almost peaceful expression of serenity crosses his face. (He's coming out of the other side of terror and despair.) He will smile at players and say. "Ain't life a bitch." He quickly removes the gun from the girl's temple and places it under his own chin, pulling the trigger at the same time. The back of his head sprays the ceiling and front window of the carriage in a crescent of his own blood and brains. The girl falls hitting her head on the side of seat as she tumbles, landing in a whimpering heap on the floor.

Almost immediately after the intelligence commander Nick Willis, standing over the traumatized and blood covered girl, turns on the players and bellows into the player's faces. His team will still be aiming their guns at the body, but glowering at the players.

"You fucking Arseholes! We were about to get him and Taverner together and you fucked that up. Now he's a useless stinking corpse. Even more fucking useless than you donuts eaters. Stay out of our business you useless fuckwits."

The civilians will cower at this tirade and the girl will be further traumatized, starting to scream, by the threatening behavior of Willis and his team. If any player with the decency to headbutt or punch Nick after that will get a +10% (He is angry and honestly doesn't expect a "mere" copper to hit him.) This will result in the other intelligence officers cursing and pointing guns at the players. (Any ColSec uniform caught up in the chase will then aim guns at the intelligence officers.) There will be a lot of shouting and waving of guns as the tension ratchets up a notch. (*Steal an idea from John Woo? Who... me?*)

Give the players a chance to cool the situation down, otherwise Nick (or a Lt if he is out cold.) will wave his men to back down. With a glare he will brush past the players, and say "let's get out of here. Let them pick up the trash."

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Options

If the players *didn't* react physically Nick will glare at them and brush past them as above.

If someone shot Nick instead there will be a bloody gunfight in close confines, with a lot of dead civilians. The players, if they survive will be arrested and this game is over. Perhaps if the keeper/or the players wish to continue using the characters the campaign you could tie this into John Ossoways game *CRC05 Intelligent Design* Which involves an adventure in a prison colony deep in space...

Markus has nothing of interest or value on him the gun he is using is a 10mm. However his death is a catalyst for the next part of this game. Once the scene as been

cleaned up, medical staff called etc, Anson will send a data text asking them back in. Looking furious he will inform them that the ICA rep Benkadi wants all the data on the case handed over to Willis. And that this case is closed.

If the players do not come up with a solution, Anson will offer them this bit of skilled copper sophistry. *"The case into the death of Richardson and Grant is closed. However we appear to have a traumatized and missing Stephanie Richardson on the streets. It would be negligent of Drakestown PD to allow this woman to wonder the streets in a confused, grieving and vulnerable manner. So your new case is to find Hayden's wife, Pronto, and find out why every bodies suddenly pissing on my parade. I'll deal with Portman."*

He will invite Portman for a drink, making up some lie about wanting to tell him something important away from the others. Believing it to be Anson's throwing him a juicy bone he goes with Anson to a bar, only to be bored to tears by Anson's war stories all night.

Who is Nick Willis?

This UEF intelligence task force has been operating in Drakestown for six months, they have been attempting to infiltrate Taverner's operation. So far they had no leads, but judged Hung to be a weak link. FSA spotted Callum Corps and started watching the team. They are aware that Cordwain and Richardson left on an STV to Rainbow 12 and are aware that something strange happened on the platform that has resulted in the disintegration of the team. They gathered enough evidence to arrest the team, but not link Callum Corp to Taverner, other than indirectly through investments. They wanted to get actual evidence of Taverner assisting Markus and implicating himself as part of the Consortium. Markus was about to enter the club, when the players arrived on the scene...

What if they catch Markus?

If the players catch Markus he will not talk. However the intelligence team will soon arrive in force and order the players to hand him over. Again with the above rant. If the players refuse Nick will contact the ICA rep for Drakestown, and Djahid Benkadi will be asked to be patched on open comm and he will order the players to hand him over. They don't have much choice if they don't want to be fired. Marcus will simply disappear after that.

ENDINGS AND PRELUDES

This section of the game is really the closing of part One and the beginning of Part Two.

If the players have tried to find Stephanie, they should have draw a complete blank however. Later that night the player who has the contact with Mackie will get a call from him. (Or any another contact if either NPC or that character didn't make it through War Wounds.) He will tell them that something valuable he/she lost has been

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found. He will ask to meet the players near Hanger 14 in the docks.

Stephanie has been doing her own digging on the players and paid one of the player's contacts to arrange a meeting.

Mackie will not be present the meeting outside the dark and industrial looking hanger. (*He has no reason to be, as he has taken his money and split.*) It's late at night and very few people are around the private section of the hangers. Stephanie will walk out of the hanger doors and motion the players to follow her inside. In the spacious hanger is a Rigger style STV. She will walk to the STV ramp and stay there waiting for the PC's to come to her. She is wearing dark trousers and a military looking jacket. She is not armed.

She is hoping to persuade the players to go to the rig with her. (If she cannot she will simply go by herself.) The police will hear the report of a STV that used illegal software to override the hanger doors of Hanger 14, and blasted out of the colony heading towards the Foster Sea. Players should have a chance to follow her as there are police STV on "Standby" in the police hangers.

She is doing this because:

- She wants to find out what happened to her husband.
- Also: Her and Taverner playing a game of brinkmanship. They want to find out what is on the dig site and what Koestlar has found.
- Even if they cannot get their hands on it they know information is currency.
- Or if all else fails bust the secret op open to the general public, causing huge problems for Koestlar.

What she will tell them:

- She will claim to know the security codes and lie to the players about getting in.
- If a male player went alone, she is capable of seducing a player character to get what she wants, or even simply offering money in general. (She has several thousands Eurodollars hidden away.)

What she will tell then about Rainbow 12:

- She will not implicate Taverner, but will admit that she and her husband are part of the Consortium.
- She will tell the players that Koestlar found something ancient under the sea bed, and that they can nail Koestlar. A real career maker. Hiding alien tech is something not even Koestlar can get away with.
- Hayden died wanting to uncover it.
- If you are the guys "That busted Koestlar", how do you think that inquiry into the Sorenvitch thing will turn out? You will be the heroes of the moment. The ICA won't dare touch you.

- That she can be suitably grateful and money isn't an issue.

Stephanie cannot fly and has arranged for a civilian pilot named Uriah Kaine. A tall African American with dreadlocks. He is also in the STV. Stephanie has insured that she has some assault weapons, explosives and armour available for the players in the STV should they need them. Whether the players go or not depends on them, of course. They may simply go by themselves then that's okay (If none can fly an STV then they may have to persuade a police pilot to come with them, or organize a less savoury contact.). Though if they tell Anson he will insist that they get a warrant to search the rig, and a team of five SFU to go with them.

Or the players may arrest or handover the woman to Striker. If they arrest her, Nick Willis will come back into the Station and take her from under the players' noses. If she is handed to Striker, they will be paid E\$5000 each and Striker will have a hold over the players. Stephanie will simply vanish.

If the players don't go to the rig, then the problem will expand, and they may be will be asked, (Perhaps in the middle of the adventure after Cold Tower Part Two, Convergence.) with a team of SFU to go find out what the hell is going on out on the sea as Rainbow 17. A drilling rig near Rainbow 12 which sends out a garbled transmission for help then goes silent. If they won't go to the problem, it is going to come to them eventually

THE INVESTIGATION 9

Investigating the Rig

If the players decide to investigate Rainbow 12 they will find logged in ColSec records.

8 weeks ago: emergency evac broadcast as a result of drilling accident. Area cleared by Koestlar's own safety team and normal operations have resumed.

They will be able to get access to maps for the Anderson type of rig easily enough. However there is very little. Even if the players examine the radio transmissions they will appear perfectly normal. No one not even Koestlar realize they are about to enter hell. And all the complex machinations of the Consortium and Koestlars are going to become irrelevant in front of the Forbidden Science.

As the STV blasts out of Drakestown and into the night sky heavy with writhing storm clouds, lighting coruscates across the huge twisters beginning to form on the icy Daniels plain. It's going to be a rough night.

TO BE CONTINUED...

APPENDIX A: NPC CHARACTERISTICS

Statistical profiles are gathered here to enable the Keeper to copy or print out these pages separately from the campaign to provide a handy reference when running this chapter.

COLSEC PATROL OFFICER

Local Police Force

STR: 12 Move: 3
CON: 11 HP: 24
SIZ: 13 Dex SR: 3
INT: 11 DB: +1d4
POW: 11
DEX: 12
APP: 12
BRA: 12

ATTACKS:	ROF	A%	PV	DAM
M11P Pistol	3	50	+0	1d10+2
Unarmed cbt.	1	55	+0	2d3+1d4
M36 Shotgun	3	60	+0	4d6+6*
Stun Baton	1	50	+0	1d6+1d4**

*stun, 1d6 lethal

**stun

Armour:

Personal Body Armour (4 AP), Helmet with visor. (4 AP)

Skills:

Dodge: 50%.

Notes:

This is a typical police officer. They are well trained, tend to be cool under pressure and able to use small group tactics if necessary. As rule they will attempt to contain violent criminals and wait for the SFU to show up. Some Colsec officers are ex – marines and may have skills, like demolitions, that may come in useful.

SFU: Officers will have full combat armour, assault rifles and have an extra 10% on all handgun and military skills.

Equipment:

- weapons and armour as above.
- Police car.
- Personnel computer.
- Comm uplink.

The SFU: Will also have Frag, stun Grenades at their disposal.

Weapons:

All police are issued with a 10mm Automatic and at least two spare clips. They also have a stun baton and a pair of auto seal cuffs. A shotgun or assault rifle is often kept in bio locked grab lock in the car cabin.

GASPARI'S BOYS

Hired goons

STR: 12 Move: 3
CON: 11 HP: 23
SIZ: 12 Dex SR: 3
INT: 11 DB: 0
POW: 11
DEX: 13
APP: 12
BRA: 12

ATTACKS:	ROF	A%	PV	DAM
Punch	1	50	+0	1d3
Pistol VP78	3/A3	50	+0	1d8+1
M41 SMG	3/A5	60	+0	2d6+4

Armour:

None. But if "on a job" may wear light armour.

Skills:

Varied and at Keepers discretion. There will be a few "experts" in fields like explosives, hacking or security systems.

Notes:

These guys are hired goons, and while they tend to be better armed and trained than the average goon they are still "thugs in suits." If Taverner needs a more sophisticated approach he will hire the necessary talent. The recruitment base tends to be the steamer or the rougher parts of Drakestown. From time to time an "outsider" joins the ranks.

Most of these men and women will have criminal records, and may have even done some time.

They are loyal and well paid by the Consortium and this money tends to be legitimated by placing them as employees for smaller companies owned by the Consortium.

Tactics:

Drive bys. Isolation of individual and they like to outnumber their target. Taverner would only in an extreme situation take on ColSec in a massed conflict. He's aware that such a situation would have the local garrison of Marines called into help.

KOESTLAR MERCS

Hires Thugs

STR: 13 Move: 3
CON: 14 HP: 14
SIZ: 14 Dex SR: 3
INT: 13 DB: +1d4
POW: 11
DEX: 11
APP: 11
BRA: 12

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ATTACKS:	ROF	A%	PV	DAM
Punch	1	70	+0	1d3+1d4
VP78 Pistol	3/A3	60	+0	1d8+1
Knife	1	60	+0	1d6+1+1d4

Armour:

None.

Skills:

Dodge: 50%.

Notes:

These stats are for hired thugs that Koestlar use when they wish to keep their hands clean.

The thugs are contacted by an unknown, unnamed agent who pays them handsomely for their skills. They have no idea they are working for Koestlar. They know it's not smart to ask awkward questions.

NICK WILLIS

FSA agent

STR:	12	Move:	3
CON:	11	HP:	24
SIZ:	13	Dex SR:	3
INT:	14	DB:	+1d4
POW:	12		
DEX:	13		
APP:	14		
BRA:	16		

ATTACKS:	ROF	A%	PV	DAM
Punch	1	70	+0	1d3+1d4
M11P Pistol	3	60	+0	1d10+2

Armour:

None.

Skills:

Dodge: 65%, Research 60%, Spot 55%, Stealth 60%.

Notes:

Nick Willis didn't get to be a FSA commander by being sympathetic, polite or stupid. He is heartless, obsessive and driven. Something of a UEF patriot who does believe that he is on the vanguard of protecting the UEF from its enemies. A once decent man who has allowed himself to become fanatical and blinkered. This means he is now quiet capable of justifying to himself some truly terrible acts. (More on this in other games.)

FSA AGENT

Undercover intelligence officers

STR:	14	Move:	3
CON:	15	HP:	29
SIZ:	14	Dex SR:	3
INT:	13	DB:	+1d4
POW:	11		
DEX:	11		
APP:	14		
BRA:	14		

ATTACKS:	ROF	A%	PV	DAM
Punch	1	70	+0	1d3+1d4
M11P Pistol	3	60	+0	1d10+2
Knife	1	50	+0	1d6+1+1d4

Armour:

None.

Skills:

Dodge: 55%, Espionage skills: 45%, Sneaking and perception based skills: 50%

Notes:

These are members of Nick Willis team. They are standard "cut out" agents who are fiercely loyal to the UEF and the FSA. They are prepared to perform some fairly unsavoury actions to get what they want for the "greater good."

Tactics:

Team work. Never work alone, and always with full technical support.

Equipment:

Whatever the mission demands. Unlike ColSec these guys have a huge budget.

STEPHANIE RICHARDSON

Koestlar's employee and Agent of the "Consortium"

STR:	11	Move:	3
CON:	10	HP:	21
SIZ:	11	Dex SR:	3
INT:	16	DB:	0
POW:	12		
DEX:	11		
APP:	14		
BRA:	13		

ATTACKS:	ROF	A%	PV	DAM
Punch	1	45	+0	1d3
VP78 Pistol	3/A3	50	+0	1d8+1

Armour:

None.

Skills:

Dodge: 45%, Listen 50%, Stealth 45%.

Notes:

Stephanie has worked for the consortium most of her adult life. She has been and is now quite wealthy. She is smart, confident and very capable. She is now, however, driven to find out what happened on Rainbow 12 and why the man she loved died. She believes that something strange happened and plans to get to the rig. She has contacted Taverner, and he has encouraged her to try to find a way of taking a look, and getting some evidence. Manipulating the players to take her if she has too.

MARCUS HUNG

Agent of the "Consortium"

STR: 13 Move: 3
 CON: 15 HP: 27
 SIZ: 12 Dex SR: 3
 INT: 13 DB: +1d4
 POW: 11
 DEX: 11
 APP: 10
 BRA: 12

ATTACKS:	ROF	A%	PV	DAM
Punch	1	70	+0	1d3+1d4
VP78 Pistol	3/A3	60	+0	1d8+1
M41 SMG	3/A5	60	+0	2d6+4
Knife	1	55	+0	1d6+1+1d4

Armour:

None.

Skills:

Drive: 45%, Spot hidden: 35%, Dodge: 60%. Any others as appropriate.

Notes:

At the point the players meet him, he is demoralized and scared. He knows the cops, Koestlars and that he is now too hot for the Consortium. Unlike Stephanie he is now no longer useful; however he attempts to get to Taverner to beg for a way off the planet.

AYDEN PORTMAN

Arrogant politician

STR: 12 Move: 3
 CON: 11 HP: 24
 SIZ: 13 Dex SR: 3
 INT: 14 DB: +1d4
 POW: 12
 DEX: 13
 APP: 14
 BRA: 11

ATTACKS:	ROF	A%	PV	DAM
Punch	1	70	+0	1d3+1d4
VP78 Pistol	3/A3	60	+0	1d8+1

Armour:

None.

Skills:

Bargain 40%, Etiquette 60%, Fast Talk 40%, Insight 55%, Law 50%, Persuade 55%, Status 60%, Listen 40%, Oratory 60%.

Notes:

Oily, arrogant and political. He is the classic young man on the make. He doesn't care who he hurts to get to the top and doesn't see what's odd about that behaviour.

ALISON STRIKER

Initiate of the Brothers

STR: 09 Move: 3
 CON: 12 HP: 22
 SIZ: 10 Dex SR: 3
 INT: 15 DB: +1d4
 POW: 17
 DEX: 11
 APP: 14
 BRA: 17

ATTACKS:	ROF	A%	PV	DAM
Punch	1	70	+0	1d3+1d4
VP78 Pistol	3/A3	60	+0	1d8+1
Knife	1	75	+0	1d6+1+1d4

Armour:

None.

Spells:

Black Magic: Ward of the Flesh/1	75%
Black Magic: The Black Words/6+	60%
Black Magic: Maggot Spray/4	65%
Black Magic: Gaze Of The Basilisk/5	75%
Black Magic: Cloak Of Hell/8	70%
Summoning: Create Gate/10	30%

Skills:

Dodge: 67%, First Aid 55%, Insight 60%, Listen 45%, Persuade 55%, Data analysis 65%.

Notes:

Alison is an initiate of the Brothers, but a lesser student. She has some knowledge of the cult and is a loyal servant. She has some magic but it is limited. She is currently in disfavor with the brothers for not spotting Curren in War Wounds.

As a person she is cruel, manipulative and dangerous. While she can ape empathy with her fellow man she really isn't able to objectify the pain and suffering felt by others.

CARL YEAGER

Psychic bodyguard

STR: 14 Move: 3
 CON: 15 HP: 14
 SIZ: 14 Dex SR: 3
 INT: 12 DB: +1d4
 POW: 15
 DEX: 11
 APP: 14
 BRA: 16

ATTACKS:	ROF	A%	PV	DAM
Punch	1	70	+0	1d3+1d4
VP78 Pistol	3/A3	60	+0	1d8+1
Knife	1	75	+0	1d6+1+1d4

Skills:

Dodge: 67%.

Armour:

None.

Psychic Skills:

Most at 60 to 75% (He is a powerful psychic.)

Notes:

Jeager is the psychic bodyguard of Striker. Fiercely loyal. Cold blooded and unemotional. The precise nature of his relationship with Striker is subject to rumour around Koestlar water coolers.

THE POLICE CAR

Police Cruiser or Ground Car

Length:	4.2 meters
Width:	2 meters
Weight:	1.3 Tons
Height:	1.5 meters
Range:	1000 km
Max Speed:	190 kph
Armour:	6 AP
Wind screens:	4 AP
Hit Points:	40

The police ground car is a Chrysler V15. It has lightly armoured frame and plexi glass screens. Colsec vehicle colours are a Traditional black and white colour. (They are often referred to by police and civilian alike as "Black and Whites") The car boot often contains cutting tools, medical supplies and spare equipment. Each car has an onboard computer and can access the trafcom system. The rear passenger area is a closed off cabin. It is separated internally by bulletproof plexiglass screen.



APPENDIX B: HANDOUTS

INVESTIGATORS HANDOUT 1

The siege in the evaporator chamber has drawn the attention of the press and, more unfortunately, the politicians of Drakestown. 2271 is local re elections in Drakestown and the siege has become a weapon for political parties aiming for stronger control of the Local Colonial Council (LCC)

Councillor Aaron Brisco (Regionalist) has made public demands for an enquiry and ColSec Commissioner Eric Kai is currently under a lot of pressure from the LCC. Rumour has it that the Earth born Djahid Benkadi, the local ICA big wig, is inclined to consent to the request of the “up and coming” Regionalist party. Some are saying that the current dominant party, The Centralists, have had their day. The Centralist stranglehold of the LCC has slowly been eroded by the growing hostility of the unions and the local citizens. It would appear that Benkadi is already planning on building bridges with the Regionalist. The battle lines are being drawn up for the December elections and it looks like law and order is on the agenda.

You have become aware that your reports and actions for the Sorenvitch investigation are now under close scrutiny. Also, the press has already splurged your pictures across the media networks. Regionalist controlled media are baying for ColSecs blood. One rag *The Drakestown Voice* has even gone so far as to claim Mooney was the unfortunate victim of police harassment.

Anson has kept your heads down and close to your desks for the last few weeks; however, the media appear to be forgetting about you and moving on to other prey.

INVESTIGATORS HANDOUT 2

Koestlar Operations:

Industry sectors:	Mining and Colonial maintenance contractors
Current share price:	E\$28.61
Ownership:	Board 55%; Private investors 35%; UEF 10%
Corporate hq:	Geneva, Sol
Gdp:	E\$55.3billion

Koestlar operations began its life in 2225 as a small colonial research and development company; specializing in water reclamation and purification systems. Its founder, Charles Koestlar, after completing several lucrative contracts with the UEF, sold his company for a record sum to a group of private investors in 2235. Over the last few decades, Koestlar Operations has been radically restructured from inside and has changed its business objectives. It now deals with the development and maintenance of colonial life support systems, recycling and industrial systems. Many colonies in the Outer Rim pay large sums to have their water plants, life support and atmospherics developed, repaired and maintained by Koestlar Operations. Koestlar is also involved in mining operation, and the company also runs a small subsidiaries company called Cargo INC, that deals with haulage and goods transportation to the outer rim. However, Cargo INC is regarded as very much a lesser source of revenue for the company, and its primary function is to further control and reduce the cost of transporting its own materials into space.

The company has expanded dramatically from its early beginnings and has attracted attention from its competitors. They have already survived an attempted hostile take over by Cenargo in 2269. While it briefly damaged the stock value of the company, it cemented Koestlars reputation as an “up and comer” to be watched closely by the corporations and investors alike.

The Koestlar Chairperson in Drakestown is Alison Striker.

INVESTIGATORS HANDOUT 3

Koestlar Operations and Drakestown.

Koestlar effectively maintains the colonial infrastructure of Drakestown. They have the contracts for repairing, running and cleaning the life support, water reclamation system and waste disposal. They also have contracts to mine out in the system and on the planets surface. Koestlar is in effect the largest employer in Drakestown and as a result carries a lot of political clout with the ICA. Rumours of backhanders and bribery are common.

The main headquarters of Koestlar in Drakestown can be found in a self contained dome within the actual top side dome. The corporate dome is an architectural curiosity of Drakestown. In this dome the execs and major players of the local Koestlar operations live their life in high security luxury. Private Koestlar guards restrict access and only Koestlar employees may enter. It has its own bars, shops and beautifully constructed accommodation buildings. Inside the dome they have an expensive holo system that projects blue skies and clouds, or dark starry nights depending on the time of day. For all purpose the expensive illusion of a small and prosperous earther town is maintained. Even down to the synthesized bird song and the distant barking of dogs. (Of course they don't allow animals in the dome.)

The main offices and working areas are directly below in level one. It has its own roads and elevators. From the outside the dome is a silver and shimmering object of beauty. The main entrance has two massive doors which are always open, but well guarded. Above the guard outpost smiling holographic face, shots of normal married life and cheesy shots of happy employees, look down on passerby's.

INVESTIGATORS HANDOUT 4

Akai's Forensics report.

Okay, Officers. What follows are the results of my preliminary autopsy and investigation. My final report will follow once it is complete.

Hayden Richardson. White Male. 33. Koestlar Employee.

- An 8 mm pistol round punctured his Stomach. Finally lodging in the rear left ribcage.
- This wound, naturally, caused severe internal bleeding.
- *There are traces of severe bruising around his stomach. This was caused by the muzzle blast. The gun must have been fired within a meter of the victim.*
- Gun powder residue on his suit confirms that.
- He has dangerously high levels of Stims in his blood stream.
- He also has bruising around his left wrist. It looks like a whip or robe had wrapped around it. No traces of material. This happened close to death.
- Essentially, he died of blood loss as a result of his wound.
- He must have taken around 25 to 40 minutes to die. Time of death? (Difficult to tell as a result of the cold. But I would say, he had been dead for less than a day)
- He shows no other signs of broken bones or sprains.

James Grant, White Male. 45. Koestlar Employee.

- Grant show signs of severe trauma.
- Three cracked ribs.
- A stab injury to the inner left thigh, (no metal fragments)
- The skin of his fingers on both hands are torn.
- He is dehydrated with traces of adrenaline, drug induced, in his system.
- He died when his neck was broken.

So I assume he died when the vehicle crashed. It's likely he would have survived his injuries otherwise.

Hope that helps, if you need anything then please contact me, but try not to fill my morgue up with this investigation, eh?

Akai.

INVESTIGATORS HANDOUT 5

Adams Forensic Report.

Officers:

This is what my team has come up with so far.

James Grant:

- *He was wearing body armour. But no sign of helmet, face plate or gloves.*
- *His armour show signs of scoring and impacts but not able to discover from what.*
- *On his boots there are Traces of oil and plastics compounds common for lubricating machinery and cleaning agents. Most industrial sites have them.*
- *He recently fired the two of the three guns found on the cabin.*
- *Traces of plastic explosives were found on his hands and arms. Consistent with a type commonly used for mining. (CFX4)*

Hayden Richardson:

- *Hayden was wearing an expensive suit, (£2000 worth, in fact.) No armour.*
- *His hands show signs of recently firing a gun.*
- *He had nothing on him save that gun, and that bag with what we now know to be an androids CPU, not the whole brain just the CPU.*
- *The Bullet that killed Hayden was an 8 mm pistol round fired at close range. It doesn't match the bullets from the three pistols found in the STV.*
- *All three guns are registered to Koestlar Security as a part of there armoury here in Drakestown. They are generics, and not registered to any one security guard. Or so Koestlar claim. (I've never really believed this, but can't prove anything.)*

Important

Someone else's blood was found on his suit. DNA confirms it's the blood of a Sandi Cordwain. ID: MAR0045678IBX. I did a quick check: She runs a haulage business up on Level one called Callum Corp.

The Grey Liquid:

We found traces of a grey liquid in the STV. The liquid contains an unusual mix of known chemical and unknown agents. While it looks like androids blood, it has a completely different makeup, its purpose is unknown.

We are currently processing the STV; we will let you know when we have finished.

Adams.

INVESTIGATORS HANDOUT 6

Jason Taverner

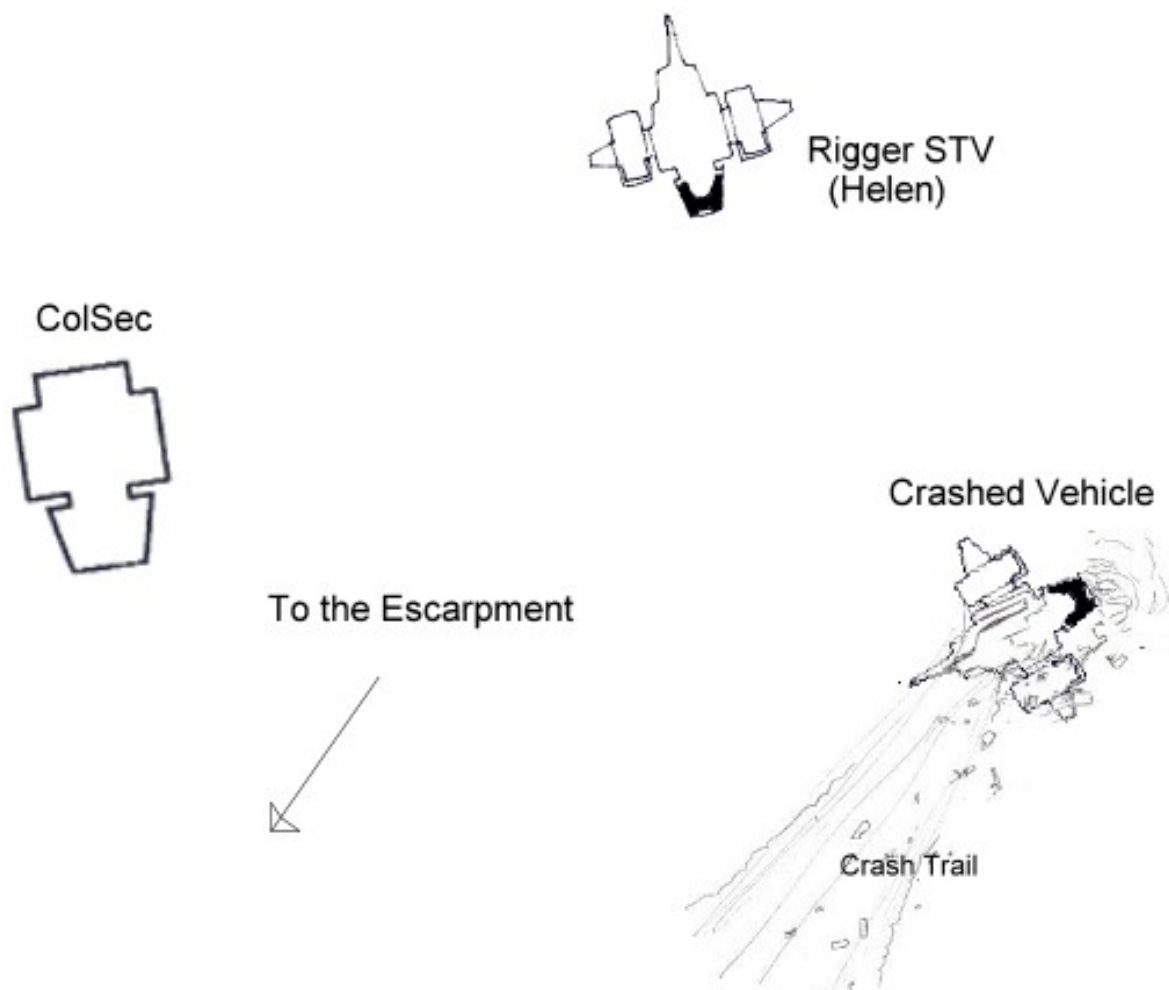
Taverner is a serious heavy weight in the criminal underworld of Drakestown, and not just metaphorically, his girth is legendary. Oh sure he's a big fat guy, and people tend to think that makes you stupid and jolly, and he wears large, white suits that make him look like some old fashioned airship. He smiles all the time and laughs a lot, but then sometimes you catch a glint in his eye. A shark like deadness appears for a moment, and then it's gone covered by a laugh and a smile. Deep inside he's as hard and as brittle ice.

He calls himself a night club owner, running the fashionable and select Black Cat Café, but he is suspected of being the main boss of the Consortium. A powerful and unpleasant criminal organisation operating out of Drakestown. However should you accuse him publicly of being a gangster, his team of highly paid lawyers will really make you wish you hadn't.

You've crossed swords with him before. A while back you had a lead into a slavery ring that could have exposed Taverner, but your informant just upped and vanished on you. He turned up a few days later in the steamer, his bullet riddled body chewed by rats. After that every lead went dead, and suddenly everyone was stupid and knew nothing.



MAP 1: CRASH SITE



MAP 2: LOCKMIT INDUSTRIES RAPTOR 9000 IP SHUTTLE



RAPTOR 9000 IP SHUTTLE

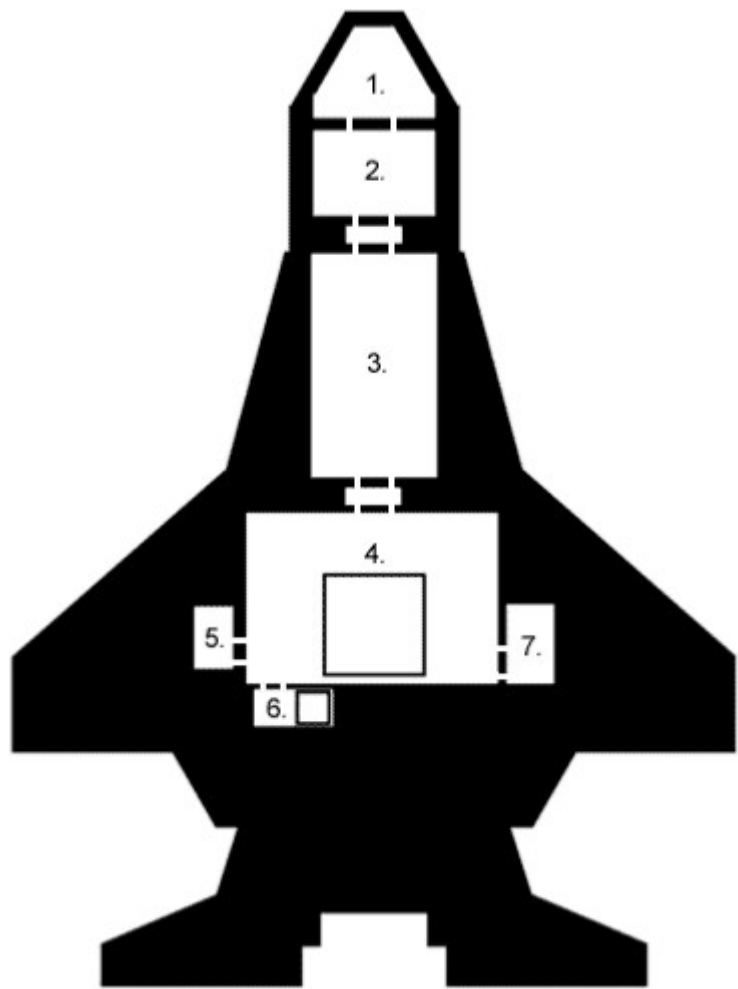
With its sleek black lines the Raptor 9000 is the cutting edge in executive transport vehicles. Fast, manoeuvrable and capable of both atmospheric and interplanetary flight, it was designed by LockMit Industries for when security is as important as style. Featuring state of the art technology that borders on military spec, it is fast becoming the transport of choice by the elite of the corporate security industry.

The Raptor 9000 requires a crew of two: pilot and co-pilot/communications officer. Standard passenger configuration comes equipped with 10x grav couches.

General Characteristics

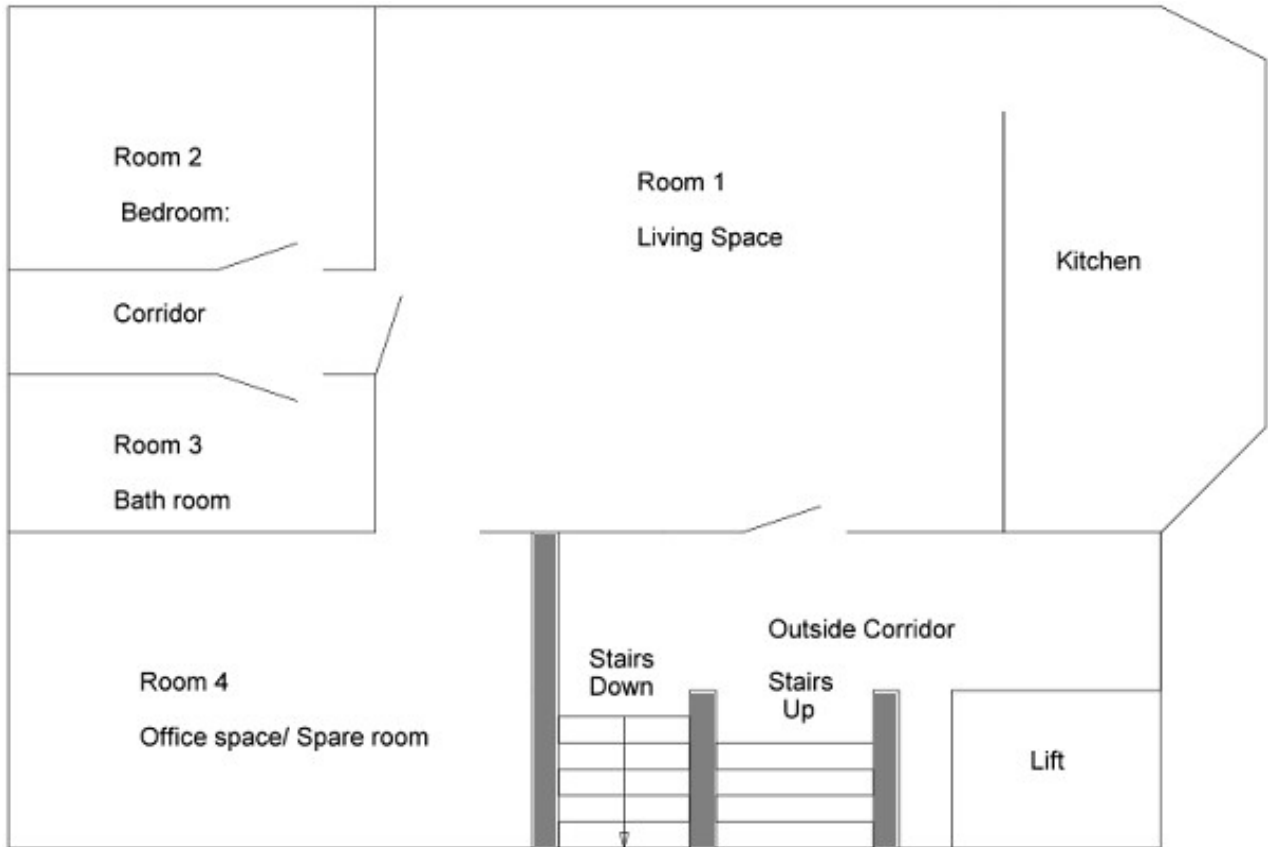
Primary Function:	Interplanetary and suborbital transport
Contractor:	LockMit Industries
Power Plant:	Fusion
Propulsion	
Atmospheric:	Scramrocket
Orbital:	Fusion rocket
Length:	17.4 metres
Height:	4.4 metres
Wingspan:	8.1 metres
Max Velocity	
Atmospheric:	Mach 5.6
Orbital:	7.4g
Flight Ceiling:	Trans-atmospheric
Max Payload:	2 tons
Cargo Configurations:	12x Passengers
Crew:	2 (pilot/co-pilot comms)
Sensors	

Ground:	20km
Space: Passive	2000km
Space: Active	100km
Perimeter Alert:	20,000km
Comm Range:	3000km
Standard Wpn Systems:	Nose mounted VRF Gauss gun.
Game Stats	
Velocity: Cruise	08
: Afterburn	16
Manoeuvre:	3 (+6%)
Autopilot:	50%
Battle Computer:	0
Initiative Modifier:	+4
Stealth:	0
ECM:	0
Fire Control:	0
Armor Value:	8



1. **Cockpit:** Armoured polarised viewports, blast shutters. 2x crew seats for pilot and co-pilot, 2x passenger/observer seats. Door to (2) is armoured 14 AP.
2. **Crew Lounge:** Computer console, Autochef, 4x seats. Airlock to (3).
3. **Passenger Section:** 10x grav couches, 5 along each wall. Airlock to (3) and (4)
4. **Cargo Bay:** Cargo ramp can be lowered from here or from cockpit.
5. **Equipment Stowage:** Locked storage compartment contains emergency equipment, weapons etc.
6. **Maintenance Access:** Locked compartment provides access to engines, avionics etc.
7. **Fresher.**

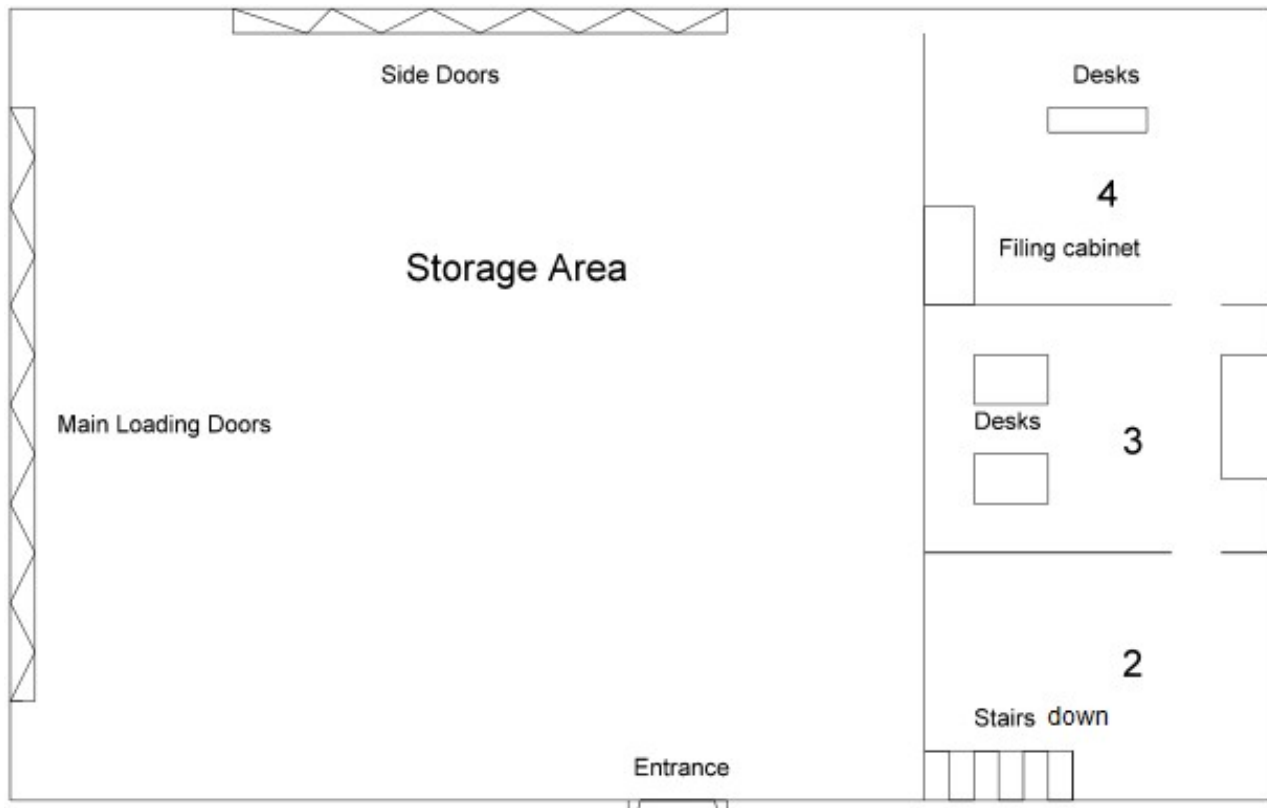
MAP 3: CORDWAIN'S APARTMENT



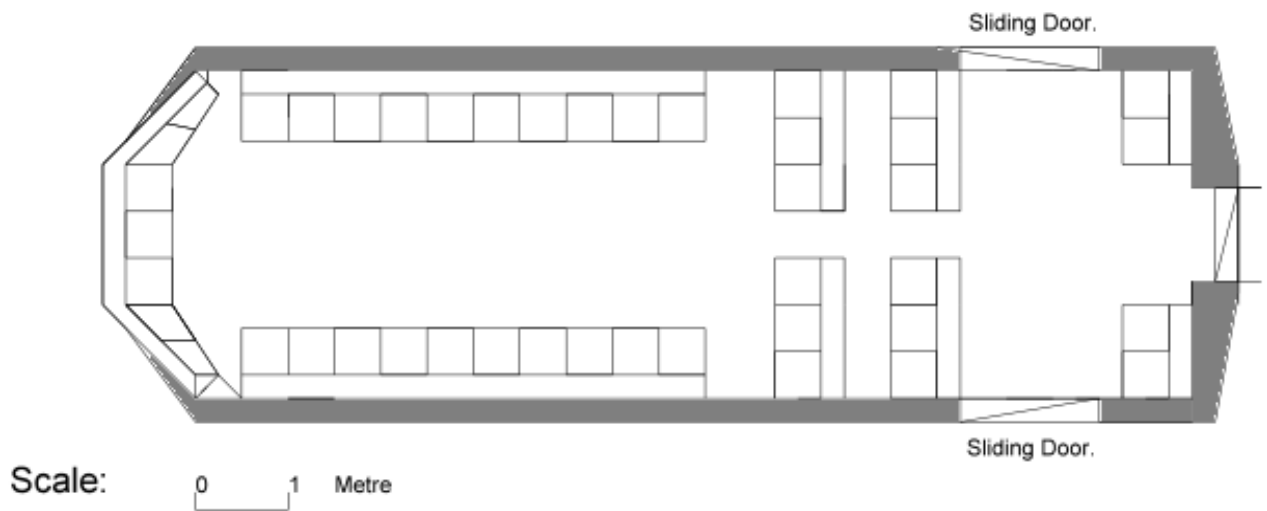
MAP 4: CALLUM CORP. GROUND FLOOR



MAP 5: CALLUM CORP. 1ST FLOOR



MAP 6: A STANDARD "METRO" CARRIAGE



COLD TOWER: Servants and Masters

by Garry Cooper

This adventure is the concluding part of Cold Tower and sets up events for other Dark Harvest adventures. In this game the players are confronted by an ancient and alien evil that has been awakened out on the icy Foster Sea. This confrontation takes place during one of the most violent storms to hit Carlson's Hope in centuries. If the players survive the night, they will still have to find a way back to Drakestown, across the storm wracked land.

Crow saw the herded mountains, steaming in the morning.
And he saw the sea
Dark-spined, with the whole earth in its coils.
He saw the stars, fuming away into the black,...clouding their spores, the virus of God.
And he shivered with the horror of creation.

Ted Hughes

KEEPERS INFORMATION 1

Stylistically this game is different from War Wounds and Part One of Cold Tower. It is closer to an action adventure rather than a typical horror game. However, that said, this is still a Call of Cthulhu game, and players running around the rig shooting at anything that moves will be unlikely to survive the night. Investigation, planning and some audacity will give players an edge.

This game is less structured than the previous two games of the DH campaign, and more reliant on individual keepers to provide the overall mood and tension. This game can easily be played as an action game, or as a classic horror with slow reveal and a tense climax. (This is up to the keeper.) This is intentional, as the players will be free to explore the Rainbow 12 rig pretty much as they chose. As a result I have offered a description of each area of the rig, some possible events and NPCs, to be used, as the keeper believes best fits their particular game and group. Some areas, like the First Aid Stations, are described only once as they are built on a uniform pattern, and the equipment inside comes as standard. Other places like showers and toilets have been marked on the maps, but not described to save space and time. As far as describing them goes, such things are basic, clean and functional in an industrial complex. Also: as it is an industrial plant it is reasonable to assume that common tools, parts and rescue equipment will be available. It's just a matter of the players finding what they need.

Notes on ventilation shafts

The maps do not contain ventilation shafts, as drawing them all out would be impractical and time consuming (and contrary to all evidence I have a life! ☺) If players go down the ventilation shaft way; then keepers are urged to do whatever works for a good storytelling and

role-playing experience. The close confines of such shafts would make for interesting role-playing experiences.

It is recommend that the horror of the complex is built slowly, reaching a climax with the collapsing drill tower, and a possible confrontation with the AI.

Notes on the Maps

The maps have been drawn in a way to reflect a computer print out or the type of map that may be found in the rig itself. As it may be used as a player handout it does not hold information that may act as spoilers. For example map 5/area 7 show neat lines of hospital beds. When in fact this is where many Koestlar personnel fought a bloody last stand with the spiders. The desperate and inadequate barricade they built is not shown.

Maps 1 & 2: reflect the underside of the rig, and the length, and width of these spaces match the length and width of the rig.

Map 3 to 8: are the floodplains of the 6-story tower Habitat Tower. (For a clearer view compare the maps to Map 11 is the aerial shot of the rig.)

As always it is important for a keeper to read through the text before playing the game.

KEEPERS INFORMATION 2

The AI

The main source of danger to the players is the alien AI now controlling the rig. The AI is an advanced alien form of technology. It is not a computerized AI as a 23rd century human would understand, but a convergence of

semi organic, mechanical and intuitive technologies. These technologies have been scavenged and stolen from many races. The AI was built to control, develop and protect a munitions factory. This factory was designed to build a weapon to use in a war against the Yithians. However it suddenly lost contact with its masters and followed its standard protocols and shut down its primary and secondary site. It has lay dormant for thousands of years until its secondary site was discovered by Koestlar operations.

Once the Alien AI had overrun the rig and killed, or captured, the Koestlar personnel, it set about attempting to contact its masters. The AI compared current astronomical data with its own records, has become aware that thousands of years have passed since it went dormant. Unsure of the location, or fate of its masters, it has fallen back on basic programmed protocols.

Protocols:

1: To continue attempting to Contact its masters for further instructions.

The AI has repaired a transmitter that was damaged in the flooding of the chamber. It has sent a powerful tachyon signal through F-Space. The builders of the munition factory did not detect the signal until thousands of years in the future. The Builders in the Void where heavily defeated by the Yithians and a small group are hiding in a fold in F-space far in the future. This small band have hidden from their dangerous and technologically advanced enemy, the Yithians. The Yithians have slowly hunted them through time and space, and the numbers of the AI masters are now few. The Yithians fear the Builders in the Void and will stop at nothing to remove them from the universe.

Suspicious of the authenticity of the signal, the Builders have not responded directly. They are sending an agent back in time to find out if the base is what it claims to be. (The base was Top Secret, and this faction of survivors were not senior enough to have heard of its existence.) While they suspect that they signal comes from the rumored time distortion weapon project they are not sure. If they find what they suspect lays hidden under the surface of Carlson Hope, they realize that they may now have a chance of winning their war. Something which will have long term implications for humanity.

2: Defend Itself.

As soon as humans smashed their way into the chamber, the AI assumed that it was under attack. It analyzed the data and decided to close down the second site, then awaken the primary site, download its updated files to that site then destroy all evidence of its presence. To secure smooth transition it has taken over the rig. It is aware that it cannot let the location, and will destroy the chamber and rainbow 12 as it moves its consciousness to the primary site. This site is hidden up in the mountains close to Alpha 4 (From Cold Tower Part One.)

3: Bring itself up to full operational strength.

An important organic component of the AI is dead. This would help the AI (Who is still in control) access intuitive analysis and unconventional solutions to problems, and use what humanity would describe as psychic powers.

Usually the builders of the AI would use one of their own, or a slave race, but the original organic component is thousands of years dead, and the long dormant state of the AI has corrupted (i.e. driven mad.) the downloaded slave races mind. It has deleted the consciousness and now requires a mind with some psychic talent. A psychic must be placed in the device used for this purpose. The device is hidden deep in the Alien building in the chamber.

That said the AI is operating at 85%. Still more powerful and complex than any human computer of the 23rd century. It had attempted to bond a psychic from koestlar into its matrix but the results were disastrous for the human. Unprepared for the frailty of the human mind when confronted with the "truth" of the universe the AI was forced to shut down some "programs" for rebooting causing a minor loss of control of other organic component. The human mind, a screaming lunatic, has caused a "ghost in the machine." As the players arrive the AI is in process of dealing with the "ghost." This has led to some erratic behavior in its programming and the servants.

It has already configured itself to be more compatible for the next human psychic...

4: Activate or destroy the WMD it has built.

The munitions factory on the seabed is just a small part of a much larger factory hidden up in the Northern Mountains. In that factory the AI has built a device that may have serious repercussions for the HR209 system and could disrupt "normal" time. However the primary AI of that factory has been damaged it to lay dormant for thousands of years until the AI in the foster sea contacted it. After a moment of discussion the two machines decided on a course of action. The AI hidden under the sea bed would transfer all of its data (including any compatible human mind), organic components aren't required. The AI in the mountains will use that date to repair itself then delete the AI. The sea AI will have destroyed the chamber, the rig and ultimately itself.

KEEPERS INFORMATION 3

The Koestlar Teams

Unbeknownst to the players two teams of Koestlar Security personnel had arrived at the base to investigate the strange events around the crashed shuttle of Cold Tower part one. The Koestlar Valkyrie landed on the rigs upper deck platform, (map 8) rather than accept the invite into the sealed hangers. (The shuttle is still on the platform.) The AI, preferring to trap the humans inside the rig, did not prevent the two security teams from entering. Alpha and Beta teams, finding the site a battlefield, decided to stick together and began to evacuate back up to the upper deck and call for more assistance.

However, the AI had other plans and cut the teams off by sealing safety doors around them. The AI's servant then attacked the separated teams. The AI, perhaps lulled into a false sense of security after so easily defeating the rigs unprepared security team, was surprised by the

ferocity of Alpha and Betas teams' firepower and fighting skills. Alpha team killed scores of the servants before they were finally overrun. Beta team managed to fight their way up to the control tower. They have held off creatures. As of the players arrival they are still holed up in the control tower. The Koestlar shuttle pilot remained on board his craft, as standard mission protocol dictates. However during the initial AI attack the pilot was tricked by the AI into leaving the shuttle. The CO Voice was simulated begging the pilot to open the doors from the outside as the teams were trapped inside. He was killed by the spiders, but had sealed the shuttle doors beforehand. The Valkyrie now sits on the upper deck being buffeted by the growing storm.

The AI has withdrawn its spiders for the moment, taking a moment of calm to repair the damage done by the psychic's screaming mind, gathering dead for recycling, etc. As it performs these actions it becomes aware of the players arrival. It is currently holding back to see what happens. It has only a limited supply of spiders and does not want to waste more on an all out final assault, unless it is sure of success. It would much rather all the humans were in one place where it would happily allow the humans to seal themselves in.



KEEPERS INFORMATION 4

Falling down...

The structure of the rig was damaged during the breaking into the chamber, and the takeover by the spiders. A massive storm is brewing out on the sea and this will become the largest storm in a century to hit the surface of Carlson's hope. The already damaged drilling Tower will eventually collapse under the stress. This tower will crash through the rigs structure. See the Collapsing Tower for more details.

KEEPERS INFORMATION 5

Some Creepy Events

I have tried to avoid a prescriptive "monster in room A" approach to this game. Simply because it doesn't fit into the ethos of Call of Cthulhu games and the general open-endedness of this game makes that impractical. So below I have come up with some creepy events that can be slotted in, as the keeper thinks appropriate to the pace of their particular game. No doubt a keeper will come up with their own ideas but below are a selection of events that could occur during the course of game play.

1. The crazed survivor: mark 1

As the players approach one of the main areas they will hear the sound of movement ahead and a whimper. On investigation, hidden in a room or cowering in a corner they will find a female crew member dressed in overalls. Her long blond hair is bedraggled and dirty. Her clothing is bloody and torn. Her blue eyes bulge out insanely as she looks at the players. She will be obviously scared of the players.

A good Psychology roll or just good role-playing may help to calm her down.

She will not speak to the players, other than a terrified whimper. If offered food/water she may start to approach the players. She will do so by hugging herself and shivering in pathetic fear. Suddenly she will freeze and look up at the ceiling directly behind the players. (If the players look there is nothing.) Then she will suddenly bolt to another corner and whimper covering her face with her arms.

As the players watch or move to her. Tentacles shoot out of the ventilation shafts directly above her. (The shaft cover is sent flying into the room) She is pulled up with lighting speed into the darkness above. There is a crunch and silence as her screaming is abruptly stopped.

SAN loss: 1/1d4.

If the players fire guns into the shaft they will only put some holes into the metal ventilation ducts. If they go up and follow the blood trail they will find that it leads to another shaft where her torn and shredded body is dumped.

SAN loss: 1/1d6.

2. The Mad Android

Down a corridor the sounds of a distant thumping, murmuring can be heard. As they approach in the darkness they will see a figure standing with its face to the wall smacking its head against the steel bulkheads. A distorted voice says cheerfully. "More tea, Mr. Truro?" Most of the androids face has been reduced to a greyish pulp by its own violence to itself. (The area its head butting covered in what was its face.) It will not respond to the players. Moving will simply have it shut down completely.

SAN loss: none. Just weird.

3. Crazy Survivor: mark 2

Eric the security guard. Eric is a dangerous lunatic that may at first appear insane but harmless to the players. How and where he appears is up to the player. In my original game he simply tapped the rearmost player on the shoulder. (As the players were getting nervous it worked a treat!)

However, he crops up, he is obviously disturbed. A large black African American in a bloody and stained security guard clothing. He carries a sack of cans and food. He will ask who they are. He will invite them back to his "base" in the Cinema tech Room on map 6. He will not force them to go, but may come back with his bolt gun to "protect" the players. If they go with him he will give them some basic information on the initial attack. (See DH02 'Cold Tower part one'.) Despite his insanity, or because of it, he has had an insane insight. He may say the following to the players.

Why were they hiding? They must have been hiding right, or we would have found them by now. So what scares them so much they are hiding from? Huh?

For further information check out Eric's stats at the end of the document.

4. The Whispering Computers

As the players enter a room that contains some computers, suddenly all the power comes. (Even though the power cables in the room are cut.) From the computers themselves words start to type across the screen.

As the words type the computers give off, at first a soft babbling voices of men and women until it builds to a roaring susurrant of voices. The words are word Salad. Sometimes however a clear line is heard. Once the computers reach a crescendo it all suddenly stops and the power cuts.

"The Watchers in the wastes."

"Builders in the void"

"No peace beyond the gate."

"They are the transcendent ones: the ones who would not bend to time or fate, they are the heretics, the builders in the void."

"They are coming."

"They are coming for you, Psychics name. (Or any characters)"

SAN loss 0/1d2.

5. The scream

At some point the players should hear the sound of running in a nearby corridor or room and a mans voice

crying out in fear. "God, no, no please." If the players do not follow the sounds will fade into the distance.

If they follow the running sounds they will have to run to keep up, eventually the runner screams in pain. As the players run around the corridor they may see the bloody trail of a body being dragged across the corridor. It stops halfway. If the players look up they will see an open ventilation shaft with blood around the edges.

SAN loss: 1/1d4.

KEEPERS INFORMATION 6

Getting off the Rig

At some point in the game the players will need to get off the rig as quickly as possible. They will be faced by some, as Capt Anson would put it, "Challenges."

1. Once the players are inside, the AI seals all external doors and players may have to cut through them to get outside. The equipment to do so is available on the rig, the players just have to go down all those dark corridors to go and get what they need... :-) However, if they do make it outside they are confronted by the harsh environment of the planet.
2. The players may have spotted the hole that the Tyler and Richardson blasted through the bulkhead to get out. (Map 3, Room 3) The AI is not stupid and has welded the doors to this room. So the players are faced with the same problem as...
3. Calling for rescue or back up: The AI has completely taken over the comms relay and computer system of the rig. The players will either be faced with static, or the AI may even fool them into thinking that they have contacted Drakestown and tell them to "Sit tight somewhere safe, we will come for you."

Also the AI is using security systems thousands of years ahead of human technology. If the players try to use low power comms, (Headsets, datapads) to contact Drakestown they will be jammed. However, if the players use a comm device and find some way to boost the power output and perhaps use a high enough location like the drilling rigs drill tower. (The exposed, cold and unstable Drilling tower, that is.), they may have a chance. The AI is trying not to send out too powerful a jamming signal, as it fears that may be detected as "communication void" in the busy comms traffic of Carlson's Hope.

4. If the players do find a way of communication with Drakestown, the storm will make it difficult for help to arrive. It will also be hours before anyone in Drakestown becomes concerned about the players' absence, or suspicious of the any faked communication made to Drakestown by the AI.

5. The shuttle on the roof. This is a Koestlar security shuttle. It is an Ex – military Surplus Valkyrie. It is armed and ready to go. However escaping players will have to find a way of overriding the shuttles security locked doors. Naturally they will need a pilot, the access codes, or someone with the relevant skills and equipment to hack the sophisticated system.

KEEPERS INFORMATION 7

So the players got outside. Now what...

1. If the players get outside. Icy winds rip across the rig at easily 130 to 150kph. Staying upright will be a challenge in itself. Near the external doors can be found equipment boxes with safety harness to clip onto running lines that cover the open deck. As the players are out on the rig they should see in the distance they one of the huge tornado like twisters tearing across the sea surface. It's over a 150 km away but looms over the already darkened sky; it is tearing huge chunks of ice off the seabed. There is a chance that some of this ice will be hurled at the rig. Chunks the size of cars smash into the towers and the rig. The timing, damage and drama of this are at the keeper's discretion.
2. Getting back to Drakestown. By foot: This is madness and will very likely result in the characters death. Firstly the players will have to get off the rig and down to the floating pack ice. Then they will have to make their way across shifting, cracking and sometimes thin sheets of ice that is being tossed around by the sea and the storm. The darkness is intense, plus they would have kilometers to march. Even if they were to make it over the ice sheets to land, they would still have to climb the escarpment. However, that said, the player may be able to make it far out enough (3km) on the ice sheets to call for help. However they will be out on the planets surface during one of the most violent storms to hit the planet in a century. In reality they would probably die before help arrived.
3. There are Evac pods scattered around the rig. They are essentially short-range sky cars with low speed but high cargo capacity. The AI has shut them down from the central computer core, but it is possible to activate them manually. However the Spiders have trashed the control consoles that open the doors to the pods (and the controls of the pods themselves.) With several hours of work, and scavenged resources the players may be able to jury rig controls for the escape pods.
4. Signaling: Players may attempt to signal via lamplight or some other means. However it's unlikely anyone will see it on a night like this. If rescue arrives exact results are up to the

individual keeper, the AI will certainly take steps to prevent the rescue shuttle leaving before its ready to destroy the rig. However the already unstable rig may result in its collapse long before help arrives. Also if more troops arrive the AI may simply destroy the rig, regardless of risks to its own plans.

KEEPERS INFORMATION 8

The prisoners

In the chamber: the human prisoners in the chamber are all being kept in the old prefabricated scientific station. They are locked in darkness and have only access to a limited supply of water. The alien has kept a selection alive for analysis and information. Every so often one is pulled out of the chamber for study. They never return.



THE GAME BEGINS

Getting to the Rig

There are numerous ways for the players to arrive at the rig, depending on what has happened in the previous game. Whether they come with a full team of marines, SFU or just with Stephanie (or pursuing her shuttle) will effect the player's attitude when they arrive. Generally: no matter what has happened before the journey to the rig is now fraught with danger as the storm is picking up pace. Ice twisters are forming huge black towers of razor sharp ice: torn up from the Daniel's plains. The air turbulence is erratic and the STV occasionally drops a few feet as it struggles across the sky, such journeys are referred to by Drakestown pilots as Vomit Comets.

The Drakestown air traffic control has issued a Condition Red Warning. (i.e. you have to be an idiot to want to fly out in this.) For the sake of fairness assume an NPC pilot gets the players through the dangerous journey relatively safely. (If with a few scares like a giant chunk of ice shooting across the cockpit windows.) However if a player is flying then have them make a regular skill rolls to avoid crashing the shuttle into the ice sea.

If the players are pursuing Stephanie she will make it to the rig and land her shuttle in bay 2.

THE INVESTIGATION 1

Arriving

As the players close in on Rainbow 12, they will see the tall four-legged doubled towered shape of the rig. One tower is a squat six-story habitat tower with the narrow control tower resting on the top. Most of the windows appear to be shuttered against the storm. On the other end of the rig, passed the long 2 story process plant can be seen the drilling tower raising 20 metres above the platform. Across the industrial rig, the outside lights are on, and at a glance it looks normal. The dim shape of the rig seems to sit huddled in on itself in the swirling snow and ice. No one appears to be out on the rig, but is that a surprise in this weather?

If the players demand a fly by.

On the rig's main platform is a landing platform, a Koestlar Valkyrie craft is parked up on the open landing platform. (A lower armoured and armed version built for corporate security teams.) There is no space to land the shuttle if they chose, however a pilot might drop them off, but he will refuse to keep the shuttle flying in this weather. It is possible to land a STV on-top of the control tower but it will be very exposed to the weather. (Beta team will come out and have a look and will probably try to hijack the shuttle, as they don't want the police reporting what has happened. See later in regard to Beta Team.)

Spot hidden or engineering skills roll: there are signs of damage to the rig, some hasty repair work around the drill tower and some scaffolding. (Which is ripped away by the storm as the players look on, presumably from the cockpit.)

Spot Hidden: Strangely: a sealed and pressurized lift tube has been bolted onto the drilling head. It follows the drill head beneath the ice.

Engineering roll: (or an INT x 2 roll.) This would render the rig's drill inoperable. An expensive thing to do.

As the players circle, or approach the Rig, the pilot will be contacted by a polite and friendly female voice asking if they want to land and request ID confirmation. A happy sounding female voice will allow the players to land inside the main hanger.

- Precog psychics may feel a deep sense of unease. (Keepers discretion.)
- A telepath may feel (POW x5 roll.) for a brief moment that the rig is almost alive like a giant malignant spider squatting on the ice.

Landing In the Hanger.

If the players follow the instructions of the AI then the pilot will swing the shuttle with a whine of engines towards the now illuminated hanger doors. The large steel doors covered in black and yellow chevrons, open like steel teeth to allow the STV to glide in. As the shuttle lands on the internal landing platform the doors seal

shut. The shuttle bay is dimly lit by red emergency lights giving everything a gloomy shadowy glow. Another shuttle sits in the secondary bay. (If the players were pursuing Stephanie this will be her craft. She will, however be no where to be seen.) No one appears to be around. (Refer to map 2)

The AI is still repairing the damage caused by the crazed human mind and is quite content, in fact prefers; to keep the humans sealed inside the rig. However it will scan them. This will occur as within the first few moments of arrival in the rig. Each player will feel a sense of unease and disquiet as if a ghostly hand had reached inside of their heart and brushed it for a moment.

THE INVESTIGATION 2

Areas in the Rig and General

Descriptions:

From this point on the layout of the adventure starts with a top down approach that follows the deck plans of the rig. Each area will have a brief overview and followed by a more detailed description.

Map 1: The Storage area

General Overview:

This is a functional area with little in the way of human comfort. The flooring is steel mesh where pipes, incased wiring and circuitry can be clearly seen. Water pipes run across the walls and some leakage drips down onto the floor forming pools of water. The ventilation is poor here, and an uncomfortable heat pervades the area. The red emergency lighting gives everything a hellish glow.

There are rats down here, and players may be surprised by the creatures, or hear their squeaking, and scuttling in the distance.

1: Loading Office

The sign on the bulkhead door is something of a misnomer, as this space is more a cross between an office and a break room. Lockers with posters of pin ups, moving holo pictures of sunny holiday destinations and loved ones grace the battered lockers. A dead screened console sits on a desk in one corner of the room, mountains of paperwork surround it. An Autocup machine is badly fixed to the rear wall.

There are two small tables put together in the center of the room. Magazines and half-empty mugs of ice cold coffee cover them. A few chairs lay scattered around the floor as if thrown by a madman. The tables in the center of the room are covered with a half-eaten meal for four people. One chair is laying bent and broken, another on its side. Near that one a pool of blackened and dried blood can be found.

Forensic rolls: It looks like several pints of blood was spilled.

There is little to find in this room, apart from low value items in the lockers, however the players will have to smash their way into them to get them. STR vs STR/5.

NEW HORIZON, campaign pack DH1.2

The computer console is working, just switched off. After a successful research, computer or administration roll, players could download a manifest of items. It contains thousands of items used in archeology, exploration and the sciences. Even those with no experience of heavy industry can see that there is very little to do with Gas Production and a lot more like an archeological dig.

2: Storage space

This space is filled with neatly packed boxes of shipping crates that form neat rows on each side of the storage area. Scattered around the area are four heavy-duty wheeled load lifters for maneuvering crates and palettes. Boxes of all shapes, sizes and materials are stored in racks and lines. Some of the stuff may contain a lot of parts for computers or any mechanical devices. It's up to the keeper to decide if anything the players need is in one of these racks. However no weapons or ammunition are kept here.

3: Loading Lift

This is the area the lift drops down to. For obvious reasons it a clear space of several meters. A control panel is on one side of the lift. It is a fairly simple up (Amber), down (Green), stop (Red) control button system.

4: Cold Storage

This large refrigeration unit has had its heavy metal door smashed inwards. The smell of rotting matter curls up from the darkness inside.

Spot Hidden: Bullet holes can be spotted in the ceiling around the door.

If the players look inside they will see three armoured bodies in distorted positions, their bodies covered in oily brown rats. SAN loss 1/1d2 (Low SAN damage because the players are cops and have probably seen this sort of thing before.)

There ID patches state:

- Cpl: G. Warren.
- Pvt: D Baxman.
- Pvt: A Chelkov

The bloody uniform badges have the Koestlar logo and the words Alpha Team underneath.

These are the remnant of Alpha team that were cut off. They and fled down here and barricaded themselves inside the room, because of the heavy metal walls. They had also turned over some racks as a barricade. However the servants quickly overran them.

If players can stomach it and they may want to salvage the weapons and equipment of the dead security team. If so: SAN loss is up to the keeper. However some of the mutated rats may become aggressive.

- x2 Sawn off auto shotguns. 20 shells in total between two bodies.
- x3 combat knives. Still in sheaths.
- x3 10 mm pistols. One is in the hands of a dead man and he has fired all but three bullets of his clip. The other still have two clips.

- x2 working assault rifles. (The third is smashed in half on the ground.)

They emptied all off their rounds save for one clip, still in the hands of another team member. His head was torn from his shoulders as he reloaded.

- x3 smoke grenades.
- x2 grenades.

In the keeper is feeling cruel perhaps the players will have to cut the weapons and ammo from the corpse rigid ice-cold hands? SAN loss 1/1d4. The armour is pretty mashed up, though two of the three helmets are serviceable.

Food storage: If the players are in for the long haul they may find the racks of canned food and emergency rations useful. There is enough to feed a small team of people for years. There are also bottles of beer and water. (The water is a luxury item instead of the "re-used" water of the rigs recycling system.)

Map 2: The Hanger

General description:

The hanger area is a large open space with the general clutter of repair and maintenance kept to the sides of the hanger. While there are yellow warning signs on the brown heavily polished metal floor the area is dark and gloomy. The walls are painted a dull blue.

From the cockpit of the players STV can be seen the hanger offices and main lift doors. The hanger emergency red lights are on. The lights of the shuttle will illuminate everything in a bleached surgical manner.

The other Shuttle:

The other shuttle is parked in bay two. A standard rigger type craft. Battered and functional. Its bay door is open and it's half-unloaded. Inside the cockpit: Blood is on the pilot's seat. The straps are sliced open and traces of blood are also on the controls. However the shuttle is not disabled, the AI has sealed the doors so it's going nowhere as far it's concerned. (The same is true if this is Stephanie's shuttle.)

The Lifts:

The main lifts have been destroyed by Beta team. The doors will have to be forced open. STR/10 on resistance table. Inside the charred shafts are the burnt wrecks of the lifts.

The stairwell:

It is clear that there's has been a lot of small arms weapons fire in the stairwell, but no blood.

Map areas:

1: Flight Engineering

Contains a cheap wood effect table and five uncomfortable looking chairs. An autocup and small food service area is in the corner. The area is functional looking and seems to be used more as a break room than a work place.

2: Tool Racks

Tool areas. Racks of standard loading tools placed near the work area for use by the workers. Many of the tools, like sledgehammers and large box cutters, can be used as impromptu weapons. Some laser cutters etc.

3: Equipment Workshop

Full of... er... equipment, lockers and more tools, plus a lot of electronic devices being repaired. Again any character scavenging for materials have an excellent chance of finding most forms of metals, wires etc. Luck Rolls can be used to determine success.

4: Lifting Machines

Kept in a neat line: These are the humanoid shaped heavy lifters. There are three of these. Again characters with the correct skills could "Do a Ripley." However the lifters are too big to maneuver around many of the corridors of the upper levels.

5: Storage Lift

This is a large lift that takes boxes and goods to the loading area below. A simple control panel near the lift operates the controls. The main lift up to the work area and the storage area below. The lift doors are closed. This lift has not be involved in any fighting and as a result is working fine A load lifter is parked near the open lift space; it has a remote control for the lift wired into its left arm.

6: First Aid Station

Like all first aid stations in the rig it contains a simple bed. Spare blankets. It also has a limited supply of bandages/antibiotics and most common medicines. These stations are only meant to treat minor injuries, any emergencies are sent up to the infirmary/get flown back to Drakestown.

There are stims in the medical drugs cabinets: Illegal but then what does Koestlar care?

7: Fuel pods

These contain the fuel for the shuttles in large black metal canisters that reach to the roof. Tubes and control panels on all of them. They are very well designed and can withstand damage from most small explosives, and small arm fire will just flatten bullets on the hard casing. However there is nothing stopping the players simply opening up the valves and flooding the hanger with fuel. If the pods explode for some reason the blast will destroy the floor below and above. Also critically damage the station. Perhaps bringing the early collapse of the station?

8: Loading Control Area

This area is a small cubbyhole with banks of controls on each wall. The main Hanger door controls are here but the servants have destroyed them. However if the players scrounge the electrical parts from flight engineering and the tools to fix them they may be able to fix the manual release to open the doors. Manual opening of the doors is slow and very noisy. (130 turns for enough room to get a shuttle out.)

Against the wall is the main viewing port: The large circular view has not had its shutters dropped. Players will be able to see the storm picking up strength and

violence. If the players are desperate enough they may attempt to escape by smashing through this window, it is quite tough. (For game purpose AP 4, HP 60 before its shatters.) Yet, there is nothing below to cling on to, just a clear fall to the crashing seas scores of meters below.

Map: 3 Work Area

General description:

This area is an industrial zone with no attempt to make the space look comfortable. Even when lit it was bleak, oily, damp and functional in appearance. Everywhere is exposed piping, wires and sparking wires and dripping water. The lighting should be stark and bleaching but now the area is plunged into dark nightmare shape and shadows.

1: Secondary Workshop

Robotic proxies' area and repair shop: this is where some of the robotic proxies are stored.

2: Access area

3: Power plant and Controls

This was the area that the security chief and the Consortium agent escaped through by blowing a hole in the wall. The wall has not been sealed but the door to this area has been welded shut by the AI's servants. If the players get into the room they will find that it had become frozen and exposed to the cold outside. The plant is barely operational and the cold has damages most of the primary systems.

4: Foreman's Office

Chairs torn, computers smashed. Bloody hand prints on the wall.

5: Main Workshop

Repair and building shop: this place is completely devastated, Alpha team ended up fighting a small battle here and bullet holes and signs of frag grenade damage cover the walls and workspace. Four dead Koestlar security Guards lay scattered across the ground. They're bodies are heavily mutilated. All of there equipment is too badly damaged to use. (Besides they pretty much fired off every last round and threw all of their grenades.)

6: Suiting Room

There are suits for working outside: they are standard thermal suits. There are also arctic survival kits and harness for clipping on the runners when working outside. The body of another Koestlar soldier can be found here. A fist-seized hole has been punched through the breastplate of his armour.

7: Exit or Entrance

This door is sealed. It's too heavy to be forced manually. Though if a player uses one of the load lifters from the hangers they may be able smash trough the doors or use cutting equipment to burn through the doors. Or a devise or repair roll may help them get the door open. (There is no power to the door controls so they may have to find portable batteries.)

Map 4: computer/Admin

General Description:

While this area is still obviously a working environment some attempt has been made in the pass to make it more comfortable (i.e. while the walls are steel the floors are carpeted.)

1: Sealed Labs

These are the main labs of the rig. Once they were used for geological sampling but now they are used for examine objects.

2: main labs

Contains all the equipment of the late 23rd century lab. A lot of it is high spec, way beyond normal operating procedures.

3: Lab offices

Cheap wood effect tables put together. Some consoles water cooler etc. Apart from the lights being out, nothing appears out of the ordinary.

4: Storage area

Most small equipment useful for lab work.

5: Suiting room

Sterilized suits and automated washroom.

6: Admin offices

In this part of the hub was the main admin offices the small team of admin workers took care of pay, overtime and general administrative duties of the rig. While it looks like the area was left in a hurry, it is surprisingly untouched.

7: Computer core

Normally three large servers operate the majority of systems on the station. The AI has altered the servers; ugly wires, strange fleshy strands and strange nodules with spires surround the servers. When players enter they will find that there is a small of cooked pork. (Some of the flesh used for the strands is human.) Players can still get in to the service areas of the server but thick arm like "wiring" go from server to server and into the main circular memory storage are. Shooting the wiring or cutting, a grayish glob is inside the core of the tubing. Analyze will reveal the stuff is similar to the grey liquid found in Part one.

The fleshy material also covers much of the walls; it shifts and moves gently as if pushed by a gentle breeze. As the players look on faces twist and scream in silent agony out of the pink flesh. Sometimes the skin splits and horrific flesh puckering mouth can be seen.

SAN loss: 1/1d6.

If the psychic attempts to read the flesh then they are at risk of exposing themselves to the AI. (SAN loss 1/1d6) as the AI gives the psychic a strange visions of dark vortices, strange planet sized craft firing on burning worlds, strange chittering shapes and a question felt rather than heard. "Who are You?" The AI won't wait for an answer and will cut of contact.

If the players destroy the organic matter. (By fire, chemicals or acid.) Then they will have severed the AI control of the servers. However the servers are too damaged to be of any use to the players.

8: Security sleeping quarters

As a result of the expanding crew needs this area, which is marked secondary labs on the map, has now been turned over to temp dorms. Mostly for the security team. While there are no longer bodies in the room it is apparent from the slashed and overturned beds and spirals of blackened dried blood the area was a slaughter house.

Map 5: The hospital area

General description:

Any ex military characters will be reminded of the prefabricated field hospitals common to the ICM: Everything is painted a utilitarian white and the dark grey tiles of the floor make every footfall echo. It is plunged into darkness as a level as most of the systems have now failed. The temperature is also starting to drop a frost is gathering on the walls.

Normally such a place is a stark and sterile place. However this level seems to have had the heaviest fighting. Bullet holes have smashed up the tiles around the player's feet and the fragment crunch under their boots. The lighting units are all broken and smashed and some appear to have been torn out of the ceiling and now hang down in a mess spitting and sparking wires. A water pipe has been broken somewhere on this level and the floors have a shallow layer of filth, stinking water. Blood can be seen splashed across the walls and signs of bloody handprints on the door handles. This level has a silent eerie feel with only the occasionally drop of water hitting the floor to break the silence.

1: Private rooms

Most of these rooms are reserved for management. Most have been untouched. However two of them show signs of violence with smashed in doors and bloody bed sheets with holes torn into them. Everything has been smashed or turned over.

2: Doctors office

Empty and untouched.

3: Break area

Half eaten lunches freezing cold cups of coffee. There is a small autochef for snacks. Someone has prised it open and stolen the goodies inside; some empty wrappers litter the area around the machine. (This is Eric pilfering for food.)

4: Physio room

Empty. Typical physio room.

5: Shift room

This is the monitoring room for the ward. Glass windowed on all sides, windows on the side of the patient bed area are smashed. Glass covers the inside of the room. Blood can be seen on the jagged teeth like glass of the lower pane. Some torn clothing is still caught in the blades of glass.

6: Medical Storage

A good selection of medical drugs and surgical equipment. If a player character (or NPC) has any medical skills or surgery skills they have enough here to perform all but the most difficult of operations.

There are two emergency cryopods in here for critical injuries. (In case of injuries that need to be treated in the hospital centre in Drakestown.) They are on moveable sleds. They have separate power supplies and can run for up to 72 hours. At the moment they are switched off.

7: Wards

As the players get closer to this room they will hear the sounds of animal squealing and squeaking. (A listen roll, combined with a know roll will indicate the presence of a lot of rats. The death smell is also strongest here.) When the players enter they will very probably see the barricade of beds, tables and equipment across the middle of the room. The sound of the rats appears to come from this area.

When the players investigate it will be clear that some kind of last stand was made here. (Bullet holes cover the wall on the players side of the room. The stench of blood and open bowls is everywhere. Behind the barricade are the bodies of thirty humans torn to pieces by the aliens. Security personnel, nurses doctors and patients. The rats crawl over the fresh meat ignoring the players. Torches illuminate torn carcasses, empty accusing eye sockets, twisted bodies, dead hands clawed in pain and dead faces frozen in horror and pain. And the rats continue to feast as the players watch on.

SAN loss: 1/1d6.

Optional: A spider is clinging to the ceiling above the dead. In the dark gloom, the players may be able to glimpse a dark shape on the ceiling, Spot hidden: -20%, listen -20%. (Hear a faint sound like leather sliding over steel above them, in the dark. Either the spider attacks suddenly if they flash their torches up, or the players catch a glimpse of something vanishing into an open ventilation shaft. A hint of black and grey, something long and tentacled shooting into a shaft so fast the eye can only grasp at it. Shooting into the ceiling will achieve nothing. However the flash of the guns may give the jagged slow motion appearance that the bodies behind the barricade are slowly moving.

8: Cleaning Room

This room is full of cleaning equipment, and chemicals.

9: Filing room

Again just storage containers for the computer records. Personnel Records, etc. All the files are placed into data crystals. Players may be able to use their PDA or laptops to try to sort through the files. With some research rolls they may uncover: However it will take time as the files are coded by number, not name.

- The rig was cleared of all industrial staff six months ago after an undisclosed "accident."
- The security was tripled according to the pay records. Also some are paid double time for "Chamber Security." A reference to Pre Protocol 7 and post protocol seven is made here.

- Over the last six months, masses of scientific equipment as been purchased by a Project codename: Operation 38
- There is a spate of recent Death certificates all signed by the medical doctor of the rig. Dr J Mackinaw. 7 personnel died on the same day (a few weeks ago.) from an "industrial accident."

The Names Are:

1. Dr Lisa Edwards.
2. Xenobiologist Mark Seward.
3. Nurse Tech: Jayne Rendelsham
4. Dr Simon Januf
5. Nurse Tech: James Beckett.
6. Nurse: Sandra Ellison
7. Security officer: Harry Badham.

10: Wash area

This is the washing and preparation area for the surgeons.

11: Surgery

This room is the surgery room: It is cold and dark and full of large scanners that sit dead and cold in the room. If medically skilled characters need to perform any emergency surgery they will need to get the power back on (or rig up a generator) to take full advantage of all the equipment here.

12: Labs

This room is largely untouched and full of laboratory equipment that is above and beyond simple medical care.

Spot hidden. In a dark corner is a large leathery man sized object in a glass container. If the players approach it they will see that it has been split wide open. If they examine it: Its sitting in a large glass container. Laser Etched into the left side of the glass at waist height is the following.

XBS 121: Found in Chamber Complex. Egg Sac. Occupant still alive.

Spot hidden: There are faint traces of scorching around some of the apertures in the egg. A know roll may ID them as traces of a forensic laser.

Another Spot Hidden Roll may also spot that the rest of the egg has been torn open by something other than a laser. If they check, or think to ask, the players will see that the tearing has curled the egg material on the outside of the egg. Indicating that something came out.

The glass is not thick and breaking it is easy. If they try to take a sample they will find that they really have to saw at the tough leathery material. The Egg sac is completely desiccated and analysis will come up with an array of common proteins and some unknown chemicals.

Map 6: Ancillary services level

1: Cinema

Empty: From a tactical point of view this is a defensible area, it has few exits and no ventilation shafts big enough for man or creature to crawl through.

2: Cinema tech room

This is the area that Eric has been hiding in. It is a mess of opened boxes, sweet wrappers and human waste. Also the body of Simon Jefferson can be found with a steel bolt through his head. (See details of Eric in the stats section.) In Eric's fragile state of mind he killed Jefferson over a petty argument over sorting out the food allocation.

3: Steamer Room

Two parboiled bodies of a man and a woman. One alien simply jammed the doors with a piece of broken metal chair leg. They suffocated to death inside.

4: Locker room

Empty.

5: Gym

Blood soaked and some equipment smashed over. Impromptu weapons could be made out of the free weights and the metal bars.

6: laundry room

Full of... well... laundry. Though from a practical viewpoint it's a good place to get some fresh clothes if the players are getting a bit... er... sticky. But otherwise nothing of any real interest.

7: laundry area

Large industrial washing machines and dryers. It's possible to hide in one of the large tumble dryers.

8: Chemical Storage

Full of chemical detergents and a few industrial cleaning products. A character with the correct skills in demolition and chemistry could conceivably make a low yield sub sonic explosive.

Map 7: Main habitat Area

General Description:

This area is a little more homely than the majority of the rig. Though the walls are still steel they are painted a utilitarian magnolia colour and the carpets are a worn and faded blue. The lighting has failed here and again the emergency lighting is in operation giving the reddish hue to everything.

1: The Common room

This area is spacious and the emergency lighting is flickering on and off. The place shows signs of violence. Furniture has been thrown around the room and the screen of the large entertainment system on one wall has been smashed. Bullet holes in the walls. (Around twenty, like the shuttle they are from the floor and across the ceiling.

2: Sleeping areas

Beds and lockers personal effects. There is little of interest to the players of the rooms. Light-fingered

players may decide to open up the lockers. Most are locked, though they are fairly easy to bust open. (AP 6, HP 15) Most will contain some wallets with a handful of credits, jewelry etc.

3: Showers

Large shared showers. Your typical white tiled shower area.

As the players approach one of these areas they will here the sound of running water. (Listen) As they get closer they will also see steam rising out of one of the shower area.

When the look in they will find that one shower unit is empty but still running. Bloody smears and spray patterns cover the walls. The moisture on the walls makes it look like the walls are bleeding.

4: Comms Booths

These are personnel booths with a vid screen, keypad and credit card slot. They appear untouched, but attempting to operate them will only result in static.

5: Private Rooms

These are slightly more salubrious rooms for the management.

Most have been left untouched, as they were empty during the attack. One has had its door smashed in and bloody handprints show someone was dragged out of the room desperately clawing at the floor and that they left some of their nails behind.

6: Canteen

Empty: The tables are scattered and the chairs thrown about the room. Some bullet holes can be seen.

Spot hidden: around the ceiling ventilation shafts have been opened up.

Kitchen: some flammable chemicals can be used to make explosives. Large kitchen knives. Etc.

7: Games rooms

Main Hub: Full of computer games, a bowling area. Etc.

8: Power relays

Engineering Space. There is an emergency generator at this level. The AI had it disabled by simply smashing some of the wires to the starter motor. A good device roll and the right tools, (laser cutters, welding etc.) can repair the generator in around twenty minutes. The generator can run for 72 hours and gives emergency power. Emergency lighting etc. Pale emergency lights and enough power to run basic life support systems.

Map 8: Control Tower

In the dark control Tower, Beta Team have secured the doors, destroyed the lifts by grenades and closed the storm shutters. They have enough food and water for four days. They are sure (correctly) that Koestlar will send more units to investigate soon. They have risked a few trips outside of their secure area to find more food and tools. So far they have gathered enough food and bottled water for four days and a wide selection of tools

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and equipment (including a portable light array) and spare batteries.

Keepers option: The players may encounter one small two-man forage group looking for more ammo as they investigate. Players may hear the sounds of stealthy movement in the distance or, perhaps, surprise each other. The team will be jumpy and may start shooting before ID'ing the players.

Once players get to this area they will find that the stairs has been covered in furniture, making getting up to the closed door difficult. They will have to climb over the office furniture. Cruel Keepers may demand a DEX x 3, or climb roll if higher, to scramble over the furniture. Failure may indicate they have disturbed the barricade and a part of it collapses around them. (1d2 damage)

They may attempt to pull the furniture clear, but there is a lot of it, and a chance 20%, of them bringing the whole lot down on them. (1d2 HP damage) If Beta Team does not expect them they will be challenged. If the players do anything to cause the team to attack, alpha team will simply throw grenades down the stairwell. If they are expected or manage to persuade the team they are friendly the team will throw a rope down to assist them.

Once up the stairs the large blast door will be closed behind them and sealed.

KEEPERS INFORMATION 9

Beta Team: False Friends

Once in the players will see the security team have set up a couple of portable light arrays and they are all in full armour. (Koestlar Combat Armour looks very similar to ICM armour.) They will be quickly and perfunctorily introduced and the players will be given the story from Rodriguez perspective. (But with a few omissions, like the fact that Koestlar knew that there was alien tech in the undersea chamber.) The area is on large room filled with consoles, chairs and office equipment. The team has also brought up some equipment and this is scattered around the area giving a cluttered feel to the tower.

The players will be greeted with some relief, which will turn to disappointment when they learn the players are by themselves. The team, however, will offer them some food. K rations, chocolate bars and waters. Any minor injuries can be treated here as most of the team has a first aid skill up to 45%.

What the team will tell them:

Most likely it will be the CO giving them the following info, but most of the team will be willing to talk to the players. However, Beta team will fudge the issue of Koestlar precise involvement with the dig, perhaps trying to claim it was some chance accident.

- Koestlar "...sent us to investigate the rig after two of our people were found dead out on the plains. Turns out they had been dead for hours.

Which was strange as the company spoke to pilot over the Comms after they were dead."

- "But that's no surprise now, all day we have been getting normal transmission from h the rig, even though, when we arrived it looks like the fighting happened a day or so ago. But as far as Drakestown concerned every things normal here. We figure those two found dead out on the ice got lucky, and got off the station before those things got to them."
- "Anyway, when we arrived Alpha team and ours spread out. Alpha team was first to make contact with the creatures. We've not heard anything from them we figure there screwed."
- "Only Theroux survived that encounter and she made her way up here (She may add grimly that "It was a slaughter, they were just so damn so fast.")
- The Captain will then add. "We kept to our mission perimeters and secured this area. We were hoping for a lot more than some cops to turn up. No offense"

They won't tell them about the chamber, but if the players show they know more (or successfully bluff that they know more) then the Captain will see no point in continuing the lie. If the players have not encountered a spider and ask the obvious what things, they will get an amazed look, and be given a potted history.

Smart players will keep a wary eye on Koestlar. After all it's a major offence to conceal Alien tech and it's not in the interests of the team (or Koestlar) to let ColSec off the rig alive. Cynical players may think this is some attempt to get the players to work with their enemy thing. It is inevitable that, some of Beta team will betray the players.



THE DYNAMIC OF BETA TEAM

This is probably the most intensive part of the game to roleplay for the keeper as they will have to juggle the differing personalities and conflicts between the team. How much time spent in the company of the team is up to the individual keeper and, if one chooses, then little sub missions could be added to develop the relationships between the beta team and the players.

Note: If the Psychic character is dead then substitute Robin Stockton. (Below) as the psychic.

The Personalities of the Koestlar Team

Captain: David Rodriguez (American), aged 35.

Tall and handsome. Has a superficially calm and reassuring attitude. However in reality he is now way out of his depth. He is doing his best to not let the cracks show, but occasionally his temper will fray. He will attempt to use the players to do anything recklessly dangerous to save his team. (See his cunning plan.) He has no intention of letting the players leave the rig alive. If he discovers that a player is psychic, he will try to avoid them and block them out, as a telepath may uncover his plan.

Corporal: Ken Okanida (Japanese), aged 25.

A well built Japanese man with a sarcastic turn of phrase. However, due to his now high stress level, his sarcasm is often randomly aimed, nonconstructive and it's clear he is not popular with his team. He is, however, loyal to Koestlar and his team and will obey an order to shot the players.

Trooper: Robin Stockton (British), aged 27.

Stocky, dark haired and hostile. He is suffering from facial tics and momentary lapses of concentration as a result of massive SAN losses. He is getting confused and the boundaries between reality and fantasy are getting blurred. If he is confronted by more horror he may end up going berserk and spraying his SMG around the area, recklessly endangering everyone's life. If he is the psychic for your game he will refuse to give himself up to the AI.

Trooper: Claire Theroux (Canadian), aged 30.

Calm and composed. She can fly shuttles with a reasonable skill of 50%. Brave under pressure. Actually from Alpha team and less "glamoured" by Rodriguez and more likely to question him. As a result she is something of an outsider from the rest of Beta Team. She can be used, by the keeper, as the voice of reason should it be needed. She will also think it's insane to kill the players

as she believes they need all the people they can get to stay alive. She is the players potential ally.

Trooper: Gori Svenson (Dutch), aged 29.

Svenson is the group's combat engineer and arranged the defense of the Operations Tower. Despite the fact he is the most junior of beta team he is the most able to mentally deal with the situation and is keeping busy and focused. At the moment he is attempting to get the power back for the control tower via a small generator they purloined from the store. Technical players may be able to help him.

KEEPERS INFORMATION 10

Rodriguez's "Cunning Plan"

After some time has passed (Keepers discretion) Rodriguez will announce his plan: In theory it could work. Essentially it boils down to: Get down to the shuttle on the outside landing strip. Fly the shuttle up to the habitat tower. Land it on the flat roof next to the control Tower. Then they simply open the storm shutters, smash one of the observation windows and simply board the shuttle and fly back to Drakestown.

Unfortunately the shuttle cannot be remotely flown as Captain Jameson from Alpha team ordered it shut off in case of hacking. (Beta team will mutter about this.) The only problem is getting down there. There are no outside stairs, or ladders, on the habitat tower. The cold hard facts are: a small team will have to go back through the tower, risk the storm and the spiders, get into the shuttle and fly it up to the tower in heavy winds.

He proposes a small team go down to the shuttle and get the controls. He thinks the players will be perfect. After all why risk his own men and neck when you can get some "wannabe hero flat foots to do the work for you?" He will insist that the pilot from Alpha team go with them, he will attempt to persuade the players to risk it. He will not listen to any counter ideas, or the player's arguments. He will become quiet angry with anyone that questions his authority. Everyone is stressed at the moment and it is possible for violence to erupt in the tower.

However if he becomes desperate enough he will order that one of the players be held hostage and try to force them to go.

The players will have to go back through the tower, or the lift shaft. The players will have to be fast and quick. As the AI will now be actively stopping the players from leaving. Sealing doors, sending spider after them, etc.

THE AI MAKES CONTACT

If the PC psychic is still alive/with the group then the AI has discovered this after scanning the players. (Something they will be unaware of.) It will make. Preferably this should be done after the players have made contact with Beta team.

Whatever the players are doing, a clear comms channel opens up. (Regardless of a power source or not.) If spiders are attacking the players then the spiders will simply stop and scuttle away from sight.

On the comms channel there is an animated face of a middle aged salt and peeper haired man. (It's a replicated image of Truro, the Rig manager.) He smiles blandly. It's clear it's a computer-generated image. (The voice is measured and paced; it never displays any strong emotion. The AI is fairly articulate in English; however some slang terms/cultural references may throw it.)

Below is just a rough guideline of what the AI may say. Feel free to ad lib.

We would imagine that you are wishing to get off this rig? We can give you a way out.

However, ... it will involve your cooperation. Failure to comply will result in your termination. We suggest you listen to our proposal.

Will you listen?

At this point on of the screens will change its picture. The players can see a room full of white coated rig personnel. If Beta Team is with the players they will tell the players: "That's the lab in the chamber, we figured they were all dead." The scientist are all huddled terrified as spiders lurk just out sight of the grainy security camera. (Their shadows can be seen on the walls behind them.)

We have others of your kind. You are a fragile species, so easily damaged.

You have what we want. We have your kind to bargain with.

(it pauses at this point, waiting for the players to respond. Eventually it will say.)

One of you has a mind that can read the minds of others. We have need of that.

The last human we tried to bond with was,... incompatible. His mind was not ready for the truths he saw. We have corrected our mistakes.

If you comply and provide us with the human we want, we will allow you to leave via your little craft. If you do not comply we will kill those in the chamber. Then we will destroy you all. There is nothing stopping us coming to get the one we want. Only the risk of damage to the mind. But if you force our hand we will take that risk. This way is securer... pleasanter for all concerned?

We will give you some moments to consider what we have said.

The players (and the Beta team if present) will have some time to discuss it. See below for Beta team's reaction to this.

When the AI returns and asks

"Will you comply?"

and if they refuse out of hand the AI will use the following tactic.

Hand over the psychic and we will allow you to leave with your lives. All of you. Failure to comply will result in your death, and the death of others.

We will give you time to consider. We will return soon.

If the players are in the control tower, they will suddenly hear the sound of movement on the roof. A lot of movement. There are around fifty Spiders crawling around the roof. One screen will flick to the outside security cameras to show the players and beta team how serious the AI is. The Spiders will not attack, even if someone opens a storm shutter to take a look. They will simply stand and watch. If the players are spread out in the rig the AI will allow short-range communication between the groups so one group can report being surrounded by the spiders.

Players may attempt to ask the AI questions it will give nothing away. It will however be prepared to negotiate. For example it is prepared to let the scientist in the chamber go if the players role-play well enough. While clever the AI lacks imagination and it has underestimated the general sneakiness of the dumb apes in the rig. Clever/imaginative players may be able to outwit the AI. But once it gets wind of such tricks it will come down heavily on the players.



KEEPERS INFORMATION 11

What happens next?

This depends on the situation the players are in.

1. If they are with Beta team then most of Beta team will be up for handing the psychic over. (If its Stockton, they will react the same, except that he will plead pathetically for his life than eventually threaten anyone who comes close with his SMG.) At first the team will try to reason with the psychic, then fall back on

questioning the persons morality (How can you let us all die?) then finally one of them will snap and shout for a vote on making them go. Claire Theroux will argue for Stockton/or the player. The players could end up in a firefight in the close confines of the tower. Only Claire will try to calm down the group, but she will hit the deck when the shooting starts. Gori (the Engineer) while not saying anything will try to stop the shooting, getting mowed down by one of his own If other players help the Koestlar team to hand the psychic player over see option 3.

2. The player/s refuse to "comply": The AI will show the group one of the scientists (A man in his early twenties.) being killed in the lab on ALL of the screens in the room. Then it will give the players a further five minutes to change their minds. If they refuse the AI will simply cut off the signal to the lab and send in the Spiders to come and get the player. They will smash and cut their way through. Running is the sensible thing to do.
3. The players force the other player to go. (Nice teamwork guys!) Though even the most hardhearted PC should make a SAN roll 1/1d6, knowing they are sending someone to their death.
4. The player hands themselves over: Then the player will be commanded to go down to the main exit in the work area. Halfway down the tower two spiders acting as guards will meet them. The Other players will be allowed to head for the main Hanger to get to their shuttle. (Though the AI will not open the doors just yet.)

Once the players get to the entrance the AI will insure that the player gets safely across the outside and will inform them to suit up, as the chamber is a vacuum. (See the relevant section.) They will be escorted all the way.

GETTING TO THE CHAMBER

To get to the chamber the players will have to go topside. Koestlar has used the rigs drilling tower to attach the access lift to the chamber. The drilling head plunges down through the ice down through the sluggish Sea and through the hard crust of the ocean floor to the underground cavern. Koestlar covered the hole into he chamber with a gel like substance that formed a hard crust. The pressured lift shaft goes through the cover to the floor of the alien chamber.

The access lift is obviously bolted onto the side of the drilling piece. It is a semispherical tube obviously pressured in the room to it is an airlock that has an independent power source. The main lift access has a room full of racks of pressure suits hang. There is at least twenty all hung up plus repair kits. Flashlights etc. The lift doors will open with a rattling clang. The lift itself is square shaped; its entire is rust coloured and industrial. There are only four buttons: Stop, Emergency

comm, up and down. The lift is an express elevator, and will drop with a gut wrenching force down the many fathoms to the chamber.

The lift shaft is long and ribbed and it's pressured but only the lift contains oxygen. Even though the sign on the lift recommends that suit be sealed in the lift. Hopefully the players will have the common sense to suit up or they will have a splattery death as the lift opens up into the airless vacuum below. (If the psychic is being taken down then the AI will insure that he/she suits up)

The Chamber [Map 9]

The large chamber has smooth walls. The floor is covered in broken and fractured rubble. The atmosphere is damp and cloying. The other buildings in the chamber are made of stone they have been shattered and stone litter everything. On some of the ancient stones strange shapes can be seen and traces of alien writing. Unwholesome looking fungus like growths is everywhere. It is pitch black down here. The bugs don't need the light to see.

Close to the lift is a low three building structure that is the recognizable as pre fabricated pressurized lab. On the far end of the chamber, shining dully, is a 6-story ziggurat shaped building with a flat top. Only one large arched entrance (Easily 8 metres in height.) can be seen.

Inside the Chamber:

While the outside of the chamber is made of local stone, inside the walls are clad in a dull bronze colour metal. There is a soft humming sound and the metal is warm to the touch. There is no light inside. There is nothing but flat surfaces and no stairs in the building. Rooms are wide and tall. (12 metres) Corridors are wide (14 metres) and there are no stairs just ramps. (Know roll: It is obvious that the creatures that built the structure are much larger than humans, and the spiders.) This is not a warm or inviting place, everything has a sense of unreality as if entering a dream. Signs of human excavation are everywhere. Portable lights, walls hacked into, abandoned tools etc, but no bodies.

Players wandering around unguided by the spiders will get lost in the maze. If they make regular luck rolls they may come across the AI chamber by accident.

See below for a more detailed description of the AI central chamber.

The Science lab [Map 10]

The pressurized lab is now nothing more than a prison. Spiders guard the exits but the AI is content to leave the humans alone for the time being. They are also taking out humans to shred as part of forming the neural networks of the various devices and connections they AI is building. Every so often the lights go out in the chamber and a spider comes to drag a human away into the pyramid for execution and shredding the unwanted remains are then dumped into the huge vats inside the tower.

NEW HORIZON, campaign pack DH1.2

They have two days of oxygen left and enough food to last the week. If a character is captured rather than killed they will be brought here. The others will be fascinated by the player and may see them as a source of info "does the outside know? Is help coming?" The Lab is guarded by four spiders. It is possible to engineer an escape. However players will have to be quiet creative to find a way out of this disparate situation.



KEEPERS INFORMATION 12

What happens next?

Obviously player's characters may have come up with a "cunning plan" and this may tip the balance somewhat. If the players have negotiated the freeing of the scientists then the AI's true to its words. Though it will free only half of the prisoners as a token of good faith. The other half will be sent up when the player comes down. It's soon going to destroy the Rig, so it doesn't really care about the scientists leaving the chamber.

Options: If the keeper is feeling kind, perhaps a chance for heroics, then the AI may have made an error and has left the humans too close to the lift. Allowing them to flee in as the player is still standing by the lift doors. Quick thinking players may be able to jump into the lift (perhaps pushing the last scientist in.) as the doors close. As I said it has a separate override and system that is separate from the main system and the AI cannot stop it, though it will send an army of spiders after the human. They will come up the lift shaft and try to cut the lift bottom out. However the lift is express and they won't have much time to do it.

Or of course the AI has kept the Humans well away from the lift and made sure the psychic is well away from it when they are sent. And that they are scanned for explosives and or weapons. ; -)

IF THE PLAYERS ARRIVE UNINVITED

The AI will send a squad of 15 spiders to liquidate or capture the humans. They will let the players leave the lift then attempt to surround them. If the players manage to beat off their attackers, the nearest building to the lift is the science lab.

The airlock is not locked but a spider guards the door. If the players get in the AI will have the labs surrounded by the spiders it can spare. (Around fifty.) They will then lay siege to the labs and attempt to break in.

In the unlikely event that they fight their way to the pyramid, the AI will attempt to seal them in a large open area inside the pyramid and seal the entire huge tomb like doors. Or, if it still wants the psychic, allow the player to "win" there way to the central AI chamber.

THE ALIEN BUILDING

The AI

There is no central mainframe. To prevent a simple physical attack to its core systems its entire program is spread throughout the pyramid. In a manner of speaking the building is the AI. To kill the AI the players would have to destroy the whole building. Even then it can send a "current copy" of its mind to the primary site up in the northern mountains. (Destroying the chamber will not kill the AI.)

The AI Central Chamber

Whether by accident or escorted the players enter the circular room that holds the AI interface device. Around the walls of the chamber the twisted organic flesh covers the walls. The thick pink and gray flesh is covered with myriad eyes, silently screaming mouths. It is clear, even in the gloom of this dark, foul smelling place that much of the flesh has come from humans.

The device itself stands on a ramped plinth and is weird contraption of straps, wires and twisted metal. It has a strange quality as if the player(s) can only see small parts of it, as if they can't grasp the whole of the object. In the center is what looks like an upright coffin. Hammered out of metal sheeting obviously scavenged from the rig. On the plinth next to it are two broken forms. One a weird and alien looking shriveled corpse, the other is clearly human. His face is distorted and blackened in a scream. He appears to have torn out his own eyes.

SAN loss: 1/1d6.

The AI says. Its voice booming in the room.

"That was the first. It was off a slave race to my master. It was nearly extinct when we built this place all those millennia ago. It is probable that they are all gone now. Consumed by time."

"The human was... incompatible. He did not like what he saw. We have learned from the error. We have insured you will have access to nothing that will harm you, during the transition."

"You may remove your suit, though it matters not for the process. Please stand in the alcove."

Getting plugged in

Strangely the player does not need to be wired into the system. This technology was designed to be easy to plug in. All that will happen to the player is that they are placed into the alcove. Fleishy tendrils will wrap around their chest. (STR/6 to break out off, they are only there to hold in the comatose body.) They will here the computers smiling voice say "Please be comfortable, data absorption will only take a few seconds, all organic components will then be cleansed." (The tendrils tighten around the player's chest. The lights go dark and then the player feels...)

If the player did not flick through the coded books Curren stole from Sorenvitch, during or after War Wounds.

...like they are laying face up on the surface of an impossibly dark sea. Above them the stars glitter frozen and mocking. Beneath them is infinitely more terrifying for there is nothing. Absolutely nothing. A dark empty void. You feel that even the smallest movement will send you tumbling into the huge void beneath you.

Something moves across the water engulfing the stars. Your mind reels with the coldness of the touch. Your thoughts suddenly unfold, unwrapped by an uncaring hand. Everything that was you is slowly being dissected and cast aside. Your family, friend's dreams and loves all fade into nothing. Slowly your awareness is stripped until you fade to black.

Unless the PC does something heroic, (like engaging in a battle with the AI mind. For game purpose treat the AI INT of 25 as a POW stat.) or his fellow players, it's very likely that the machine will absorb his/her consciousness. For all purposes the character is dead. If the players encounter the AI again it will use the pronoun I, and also speak with the characters voice.

If the Player looked at one of the coded books found under Currens bed.

...like they are laying face up on the surface of an impossibly dark sea. Above them the stars glitter frozen and mocking. Beneath them is infinitely more terrifying for there is nothing. Absolutely nothing. A dark empty void. You feel that even the smallest movement will send you tumbling into the huge void beneath you.

Something moves across the water engulfing the stars. Your mind reels with the coldness of the touch. Your thoughts suddenly unfold, unwrapped by an uncaring hand. Everything that was you is slowly being dissected and cast aside. Your family, friend's dreams and loves all fade into nothing. Slowly your knowledge of who you are begins to erode away. Panic sits in as you struggle to remember who you are, why you are here.

Then an image, bright and furious rips out of your mind. The strange lettering of the books found hidden under that madmans currens bed. Hungrily the

darkness pulls each strange glyph from the book forming a strange 3D image that looks like a diamond. Each facet made up of the strange writing. The image spins in the void, somehow the darkness is reading it, and then everything goes white.

For a moment there is silence. A spasm and then there is light and cold you find yourself laying on the cold chamber floor gasping as the spiders around you twitch and convulse.

So what has just happened?

The AI has read the history of the war between the builders in the void and the Yithians. A history written by someone stranded in the past and one who believed he was the lone survivor of that war. The AI realizes that the war is over, and this, briefly, caused an error in the AI as it attempted to analysis its options. (Its calibrations to the human mind are flawed, and this has caused some unforeseen instability in the system.) In the split second it has decided to rush its plans and begins downloading its most recent memories to the primary site. This will take a few minutes, then it will destroy the chamber. The explosion will take the rig with it.

The psychic player will get an intuitive grasp of this, as a result of their connection o the machine, and will know that he/she needs to get out of the chamber as quickly as possible.

At this point the player would be wise to run.

THE INVESTIGATION 3

The Collapsing Tower

Depending on what's happening in your particular game this event should take place either when the players are nearly about to escape, or the prisoners have been exchanged and the psychic has been fitted into the machine. Again each game is different and it's up to the Keeper to judge when the most dramatic moment for this is. Some scenarios:

1. The psychic by some miracle gets out of the chamber. Presumably this is by one of the escape pods after a mad dash through the pyramid, chased by spiders, and through the chamber. This may work, save that the pod is heading straight for the surface as the rig is crashing down towards it. Luck roll to get clear of the crashing superstructure. Perhaps describing the vessel sliding through a gap in the structure as tons of twisting burning steel roars by.

Then there is the secondary explosion of the chamber: This will suddenly jolt and smash the escape pod. Buckling some of the structure. The pod is sent twisting off course. A sickening ride and brutal ride for the player. If the player has not strapped in they take 1d8 damage as they are thrown around the pod.

2. The players are leaving (by the shuttle?). Perhaps they do this as the tower begins to crash and burn. As the tower collapse they will need to get the shuttle clear of the carnage. A Pilot roll. If they fail, have the lowest POW character makes a luck roll. Failure is certain fiery death, success means the shuttle is clipped and damaged and another pilot roll to allow for a controlled crash out on the sea
3. Somehow they have got the emergency sleds to work. These little beauties will be blasted out of the pods: again a luck roll. (Not pilot as the things are automated.) If they get away the vehicles are programmed to fly to Drakestown broadcasting an emergency signal all the way.

Why destroy the rig?

The storm outside is picking up in intensity and now it is beginning to shake the rig. Normally the rig is designed to take this sort of battering, but with the opening up of the chamber the rig was already structurally damaged. While Koestlar has attempted to repair much of the damage it hasn't really been enough.

While The AI has little concern for the safety of the rig, it realizes, however, that destruction of the rig may be the best way of removing traces of itself. Aware of the weakening of the tower it decided to take action and destroy the rig and the chamber area. It has located the primary site up in the northern mountains, and has slowly begun to wake the site up. It plans to abandon the rig, once it has the temporarily human mind. (It has access to Yitihian technology that allows it to move around a living mind it may have assimilated.).

The AI has also fitted little metal spheres on the drilling head, just under the sea line. When it's ready it will detonate the devices remotely. The resulting explosion tears the tower apart and it collapse onto the rig shearing through entire levels. Power relays detonate and fire roars through the rig.

The rig slowly but surely begins to collapse. This has terrible effects on the chamber below it as the seal begins to break, naturally the lift shaft will be damaged and anyone in the lift is killed. Water begins to pour in and the burning rig explodes as it sinks. When the rig finally collapses burning into the Ice Sea, the weight of the rig crashes through the crust of the chamber. Burying itself and the pyramid under tonnes of rock. The AI will then detonate the chamber devices as the rig crashes through the chamber roof. The explosion shreds everything in the chamber and rocks collapse in on everything burying the chamber.

THE CONCLUSION

Out on the surface

If the players survive this adventure, they will be either in a shuttle heading through the storm of Drakestown in a floatation pod, floating on the deadly sea or in one of the chamber ejection pods. Out here on the surface the

players will have a real problem to stay alive. The most sensible course of action is to stay near the device they have escaped in.

If they have any survival skills then they will need to employ them. In all the escape pods and the shuttles there are basic cold weather survival suits, and the players will be out of the jamming range of the AI. Help in the form of a Rescue shuttle will be scrambled and it arrives in under an hour. Player's luck enough to survive will be returned to Drakestown and medical attention.

Getting Home: Fallout

Almost immediately on arrival, the non injured, or at least the most conscious members of the team will be visited by Anson, (at home, or in the hospital itself.) He will try to find out "What the hell happened?" If they tell him of aliens and strange creatures he will advise the players to "omit" such from their report as he doubts it would be good for the career, also he will point out they don't want a midnight visit from Millisci. (He is not trying to threaten them, he speaks from concern.) He will point out that the press will be unlikely to treat them with sympathy if they do go public.

Any Koestlar personnel that survived will be whisked of by Koestlar medical teams; under the personnel direction of Alison Striker. Every Koestlar employee involved will be re-assigned and off world within 48 hrs. Any evidence of Koestlar involvement with alien tech will have vanished from Carlson's hope. Any inquiry or police investigation will come up with nothing. All the while Alison Striker will appear as helpful as possible. Naturally press speculation will be high.

The enquiry, however, has not gone away. More on that in the next game.

Koestlar Response

If the players have no evidence of what happened they will close ranks and issue a press realize on the tragedy and plan to begin a full investigation into the "tragic accident of Rainbow 12". Naturally this investigation will take months and will finally blame the accident on the storm and the Failure of Truro to prepare for the storm. Koestlar will now start keeping an eye on the players.

SAN Rewards:

- Killing a Spider Servant: 1d4 (Only one roll, regardless of the number killed.)
- For surviving the night: 1d4
- Saving some of the crew of rainbow 12: 1d4
- Saving all of the scientists: 1d6
- Saving the Psychic (or the psychic finds a way to survive): 1d6

THE END.

APPENDIX A: NPC CHARACTERISTICS

Statistical profiles are gathered here to enable the Keeper to copy or print out these pages separately from the campaign to provide a handy reference when running this chapter.

THE AI

Advanced alien form of technology

INT: 25
EDU: 25

Notes:

The AI is discussed in more detail in the keeper's info section of the game.

From a stat point of view the only stat it really possess is its INT.

However, that said, if the AI manages to absorb a psychic mind it will then be able to use the psychics powers at their fullest potential: For psychic combat or defense use the INT as a POW stat.

It is however limited to the psy points of the psychic it absorbed.

As a result of Yithian technology, it can, once it has a psychic mind, project an aspect of the living psychic mind into another body.

THE SPIDERS/SERVANTS

Servitors of the AI

STR: 22 Move: 3
CON: 15 HP: 15/4 (tentacle)
SIZ: 15 Dex SR: 2
INT: 10/ 25 with AI dropped into its mind.
DEX: 21
HF: 1/1d6*

*the effect of SAN loss lessen with exposure.

ATTACKS:	ROF	A%	PV	DAM
Tentacles	2	55%	+0	1d4+1d6
Laser cutter	1	45%	+0	2d6*

*Range 3 meters.

Armour:

5 pt steel, Tentacle: 2AP.

Tactics:

Can climb and scuttle across ceilings strong enough to hold their weight. (Using its tentacles and claws.) Will use ambush and overwhelm tactics. Will use tentacles to slash, punch and strangle.

Notes:

While these creatures were designed for repair and maintenance it has been very easy for the AI to alter the servants primary "software" and make them more aggressive. These creatures are now familiar with the

environment of the rig and can use hide and move around as circumspectly and quickly as they wish. Also, the AI can see what each spider sees at will, and use the creatures to communicate.

Description:

At first the players should only see these things as a fast moving black and grey blur, or a flash of black tentacles/legs, or hear them scuttling around the rig.

They are a strange mix of organically constructed material and metal. Between the ridged black metal plates that cover the irregularly shaped 'body', can be seen glimpses of white dead looking flesh. If injured they bleed a grey liquid that appears similar to android blood in appearance. Their torso is ellipsoid in shape.

From the body, never much more than 1.5m across spring six long legs that it uses to propel itself. These plated legs end in sharp looking points, but these points can open up to form three delicate appendages No eyes or any feature to indicate front or back can be seen. The creatures make no sounds and if they chase or attack they do so silently and remorselessly.

KOESTLAR SECURITY TEAM

Koestlar Security personnel

Average Stats:

STR:	15	Move:	3
CON:	16	HP:	30
SIZ:	14	Dex SR:	3
INT:	13	DB:	+1d4
POW:	12		
DEX:	15		
APP:	10		
BRA:	15		

ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	50	+0	2d3+1d4
M41 SMG	3/A5	50	+0	2d6+4
NSG 23 rifle	3/A5	50	+0	2d8+2
M11P Pistol	3	55	+0	1d10+2

Armour:

Combat Body Armour (8AP), very similar in appearance to ICM armour.

Skills:

Dodge: 55%, First Aid 40%, Drive 40%, Hide 30%, Listen 45%, Jump 45%.

Notes:

These are the survivors of the Koestlar team. Most of them are from Beta Team. Only one is from Alpha Team and as such she is less likely to follow beta teams co blindly. They are well trained and professional, if under a lot of stress at the moment.

Their primary concern is getting off the rig. However the CO also believes that the players cannot be allowed to get off the rig alive. The very fact they are cops is irrelevant. The CO will not kill them out of hand as he thinks they may be useful.

NEW HORIZON, campaign pack DH1.2

Specialist Skills:

Captain: David Rodriquez (American), aged 35

Leadership: 55%

Tactics: 55%

Knife: 75%/65% (likes to use the knife in fights.)

Knife throw: 67%

Corporal: Ken Okanida (Japanese), aged 25

Stealth: 67% Knife: 55%

Trooper: Robin Stockton (British), aged 27

Explosive skills: 55%

Trooper: Claire Theroux (Canadian), aged 30

Fly STV: 65%

Trooper: Gori Svenson (Dutch), aged 29

Engineering: 60%

Computer use: 75%

Devise: 65%

SCIENTISTS

Koestlar Scientist personnel

STR:	11	Move:	3
CON:	10	HP:	21
SIZ:	11	Dex SR:	3
INT:	13	DB:	0
POW:	11		
DEX:	10		
APP:	10		
BRA:	11		

ATTACKS:	ROF	A%	PV	DAM
N/A				

Armour:

None.

Skills:

No combat skills. Most will have at least one science skill up to a minimum of 45%. Exact skills will range from medicine to xenobiology. If the players need to use the skills of the scientists then Keepers are advised to allow whatever is good for the narrative, or role-playing experience.

Tactics:

None.

1. Gillian Mace. Science tech. Scared. She is in a state of shock, and will not speak.
2. Gareth Jones. Tech: Weeping in the corner and will whine during a rescue attempt.
3. William (Bill) Condal. Science Manager Afraid and a coward. Will save own neck even at the risk of others.

4. Erica Davies. Student strong and prepared to fight the "monsters."
5. Michael Fosse. Senior scientist.
6. Susan Fosse. Married to above. Doctor/First Aider.
7. Armin Sadowsky: Engineer, Still sane and eager to fight.
8. Dr John Francis: Senior Academic. The leader of the group.

ERIC

Crazy Person with Bolt Gun, Aged 36.

STR:	17	Move:	3
CON:	18	HP:	34
SIZ:	16	Dex SR:	3
INT:	11	DB:	+1d6
POW:	12		
DEX:	12		
APP:	08		
BRA:	10		

ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	55	+0	2d3+1d6
Bolt Gun	1	55	+0	1d8+2

Armour:

Combat Body Armour (8AP), very similar in appearance to ICM armour.

Skills:

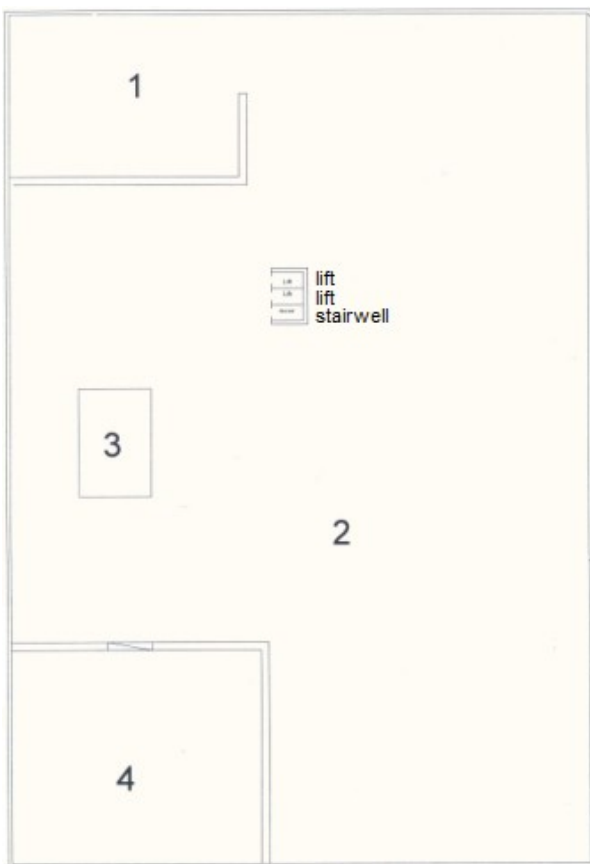
Dodge: 45%.

Notes:

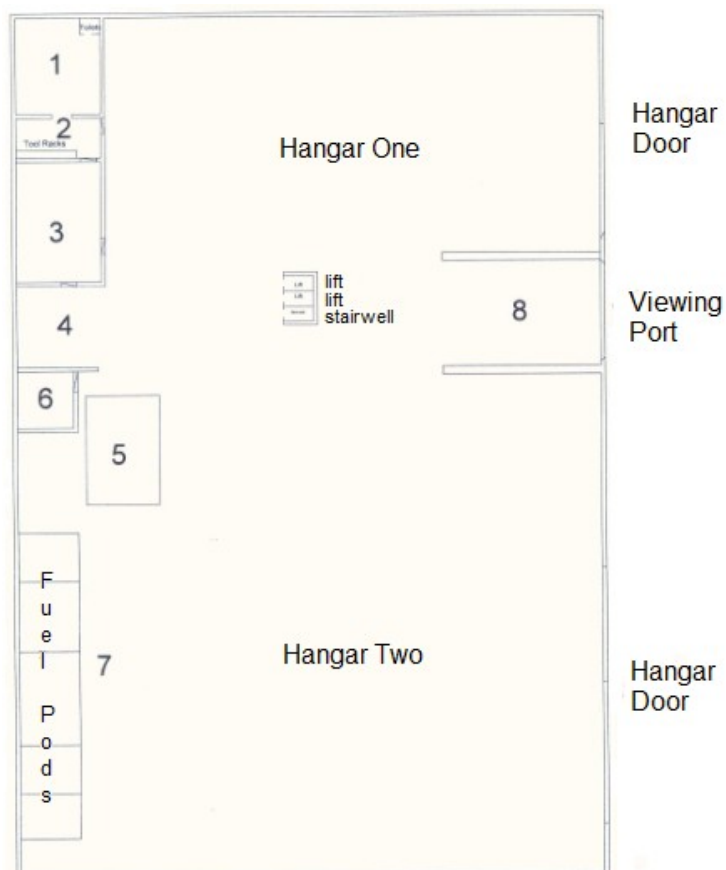
Eric will be obviously disturbed when/if the players meet him. Twitching, rambling and occasional lapses where he just stares out into nothing. His clothing and face covered in food stains. Eric's mind has shattered under the pressure of what he has witnessed on the rig. He has been lucky so far in escaping the spiders, he has begun to believe that he is somehow invisible to them and they can't see him. He figures that this is because of the steel plate that was placed in his skull after an accident several years ago. This is a deluded belief; it is just that he been lucky as the AI has been too busy to deal with one lone crazy.

He tried to explain his theory to another security guard hiding with him. Naturally the guard thought this was crazy, and Eric attacked him, beating him senseless, "for his own good." Eric then placed an industrial bolt gun against the guard's head and fired. The guards rotting corpse still lays in the center of the Cinema Tech room, a bolt nailing his head to the floor. Eric will be happy to take players to his hideout and will ignore the corpse.

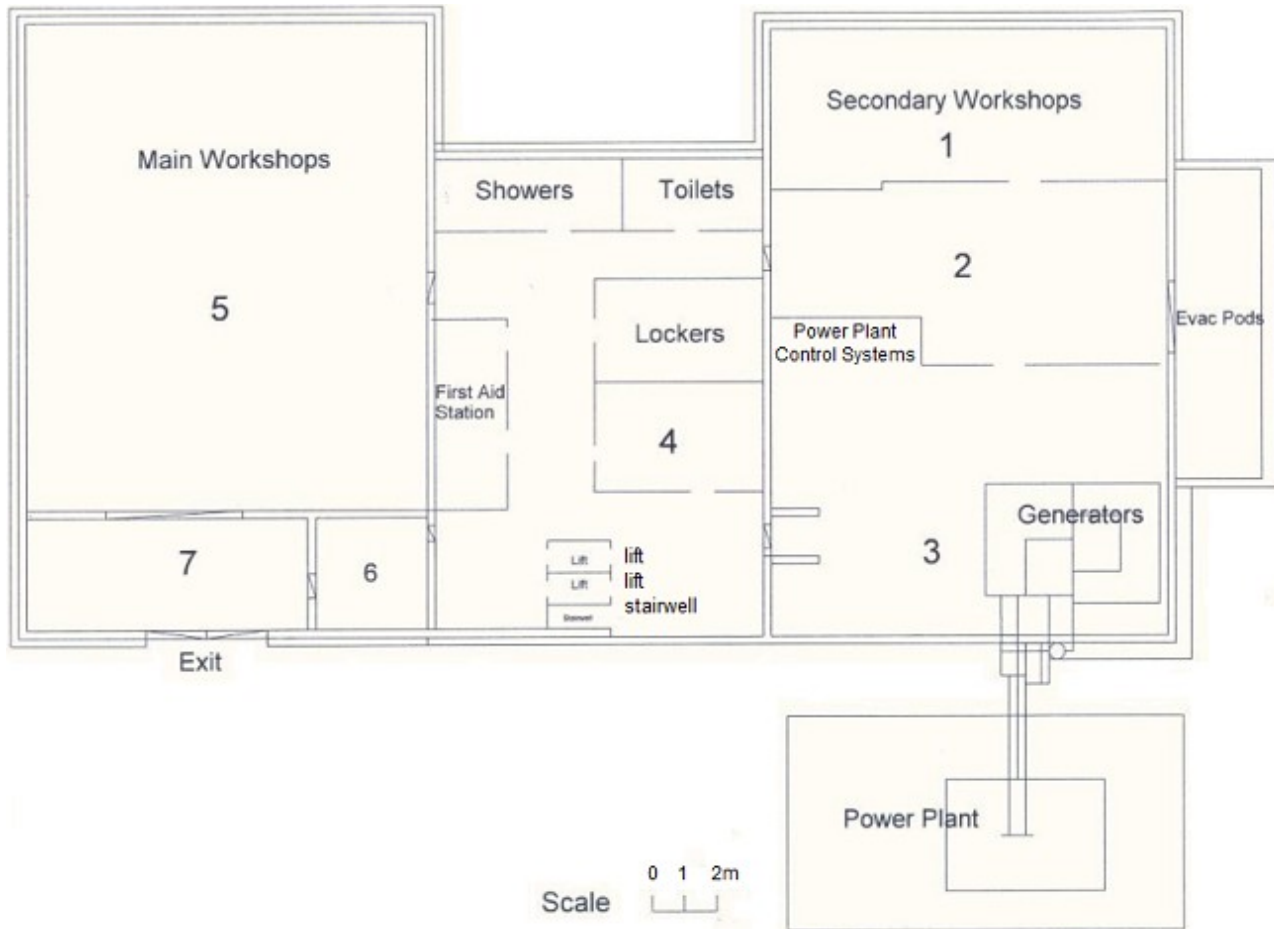
MAP 1: STORAGE AREA



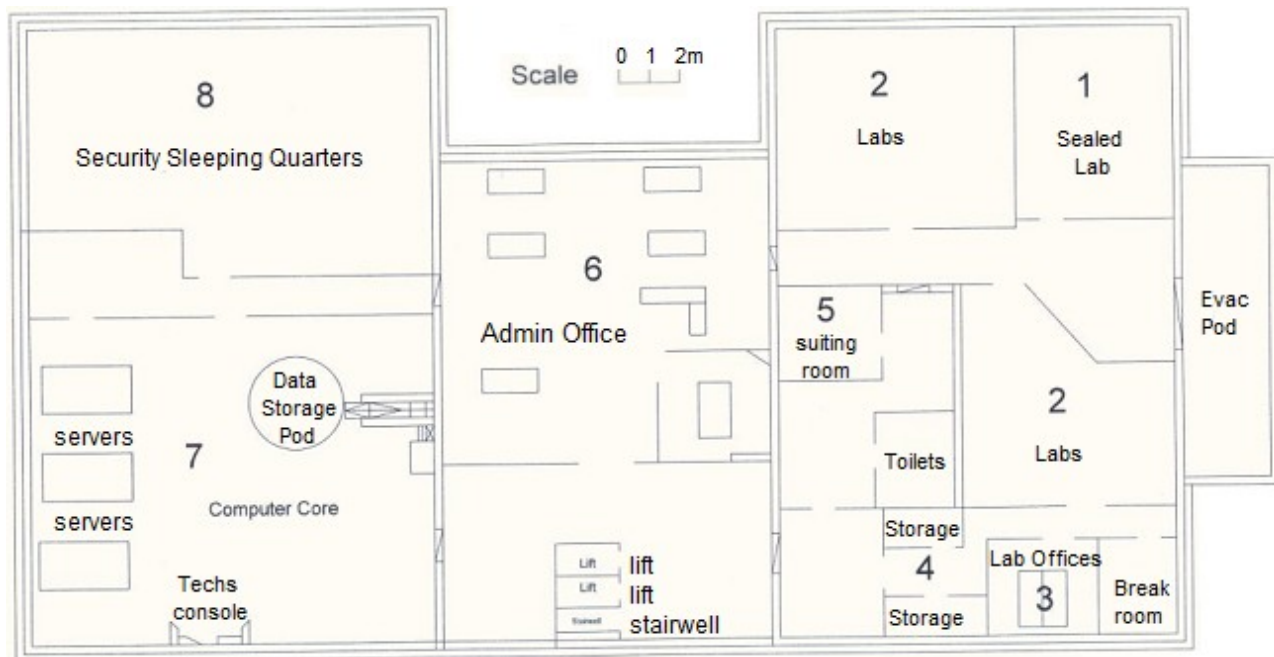
MAP 2: THE HANGAR



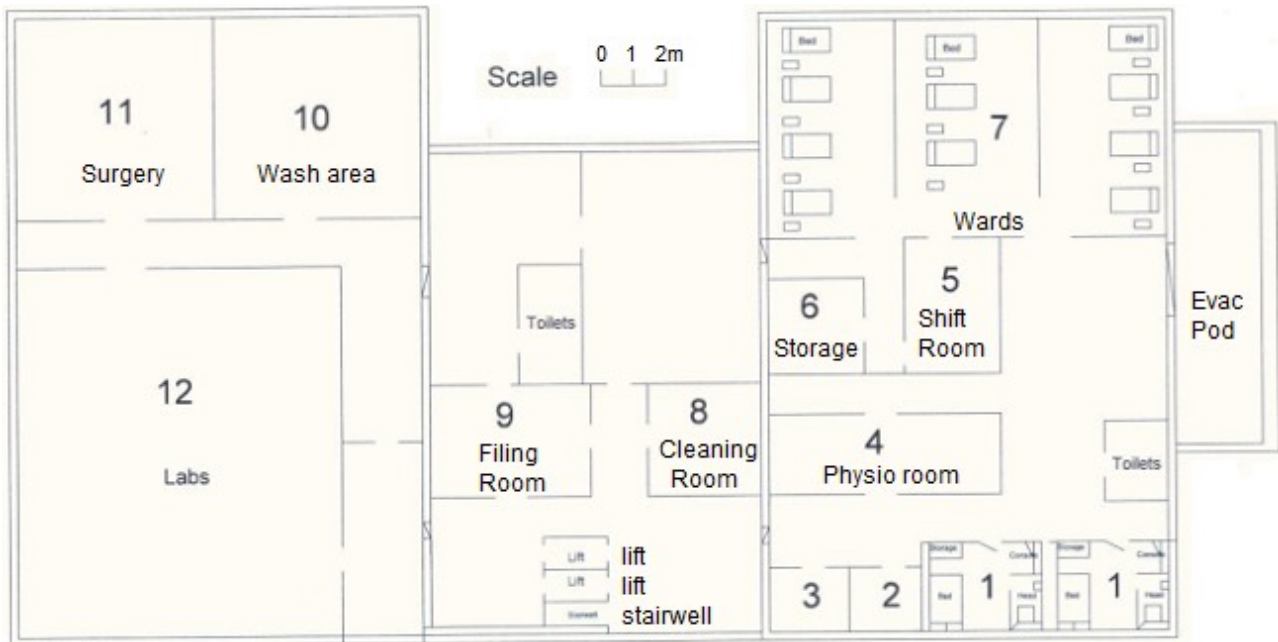
MAP 3: WORK AREA



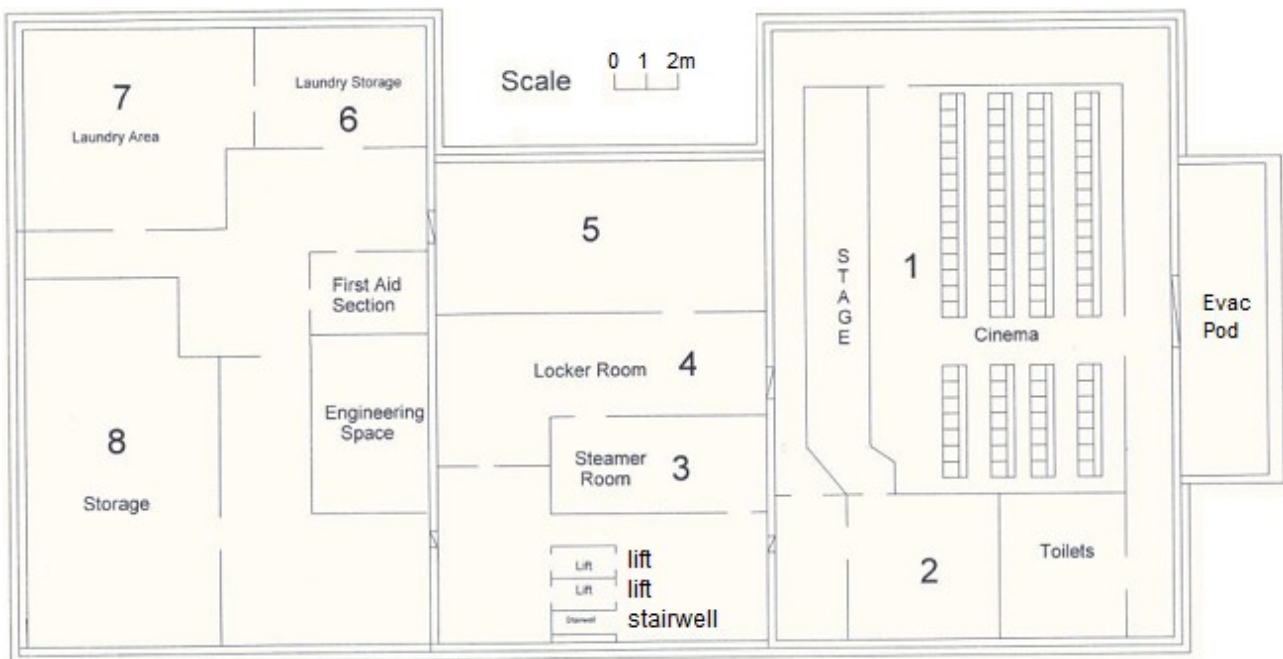
MAP 4: COMPUTER/ADMIN AREA



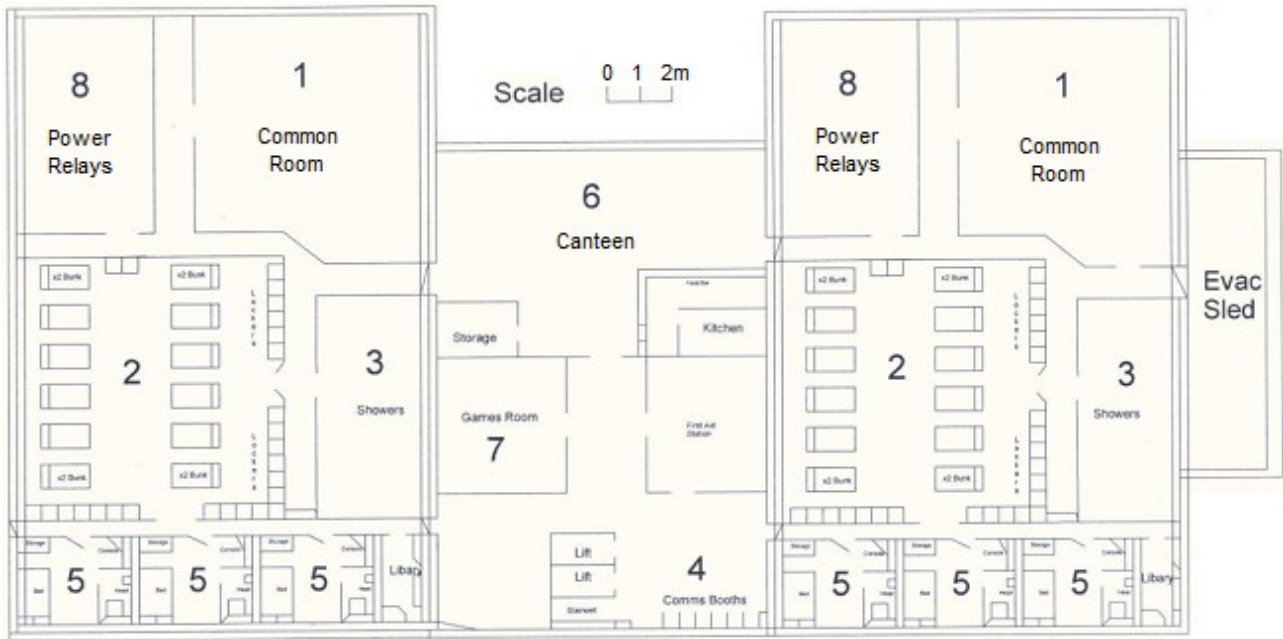
MAP 5: MEDICAL AREA



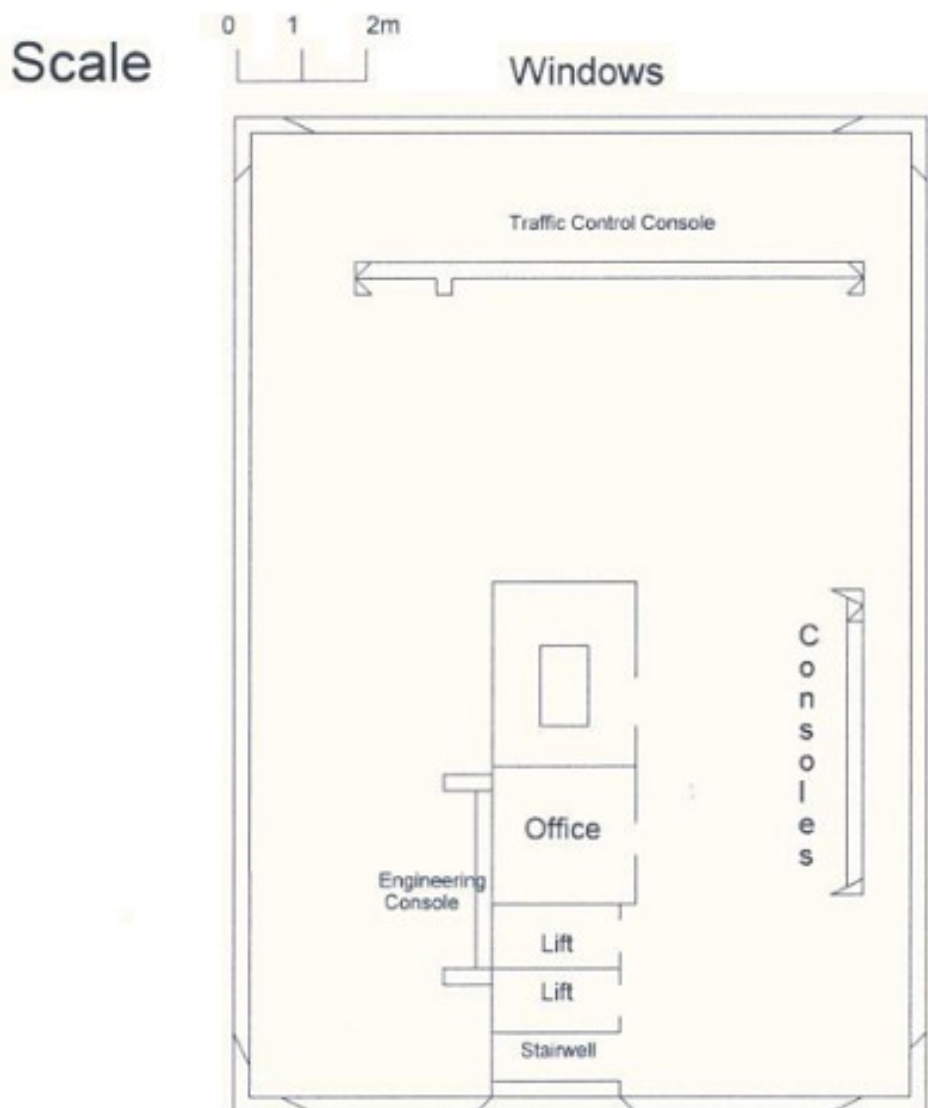
MAP 6: ANCILLARY SERVICES LEVELS



MAP 7: HABITAT AREA



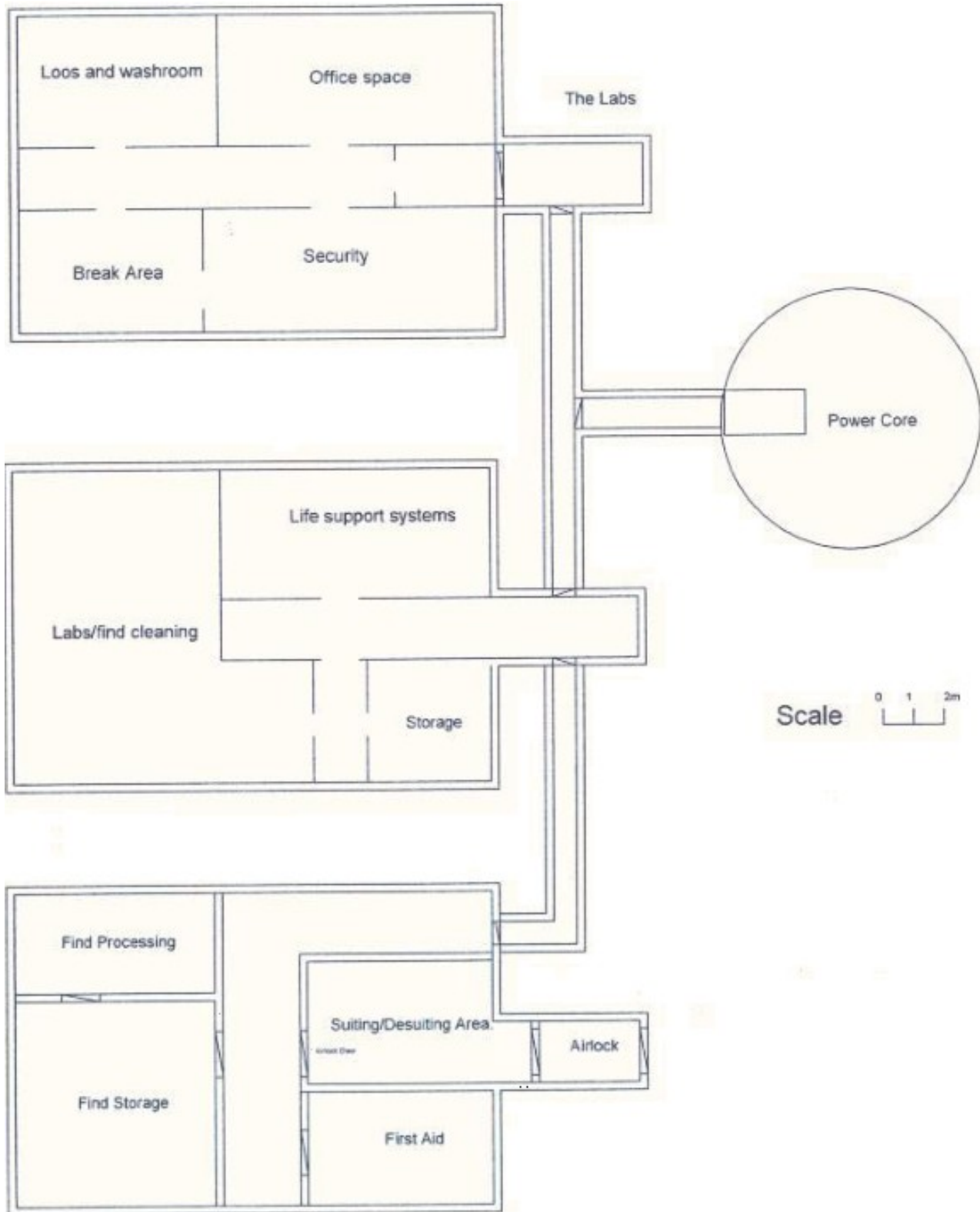
MAP 8: CONTROL TOWER



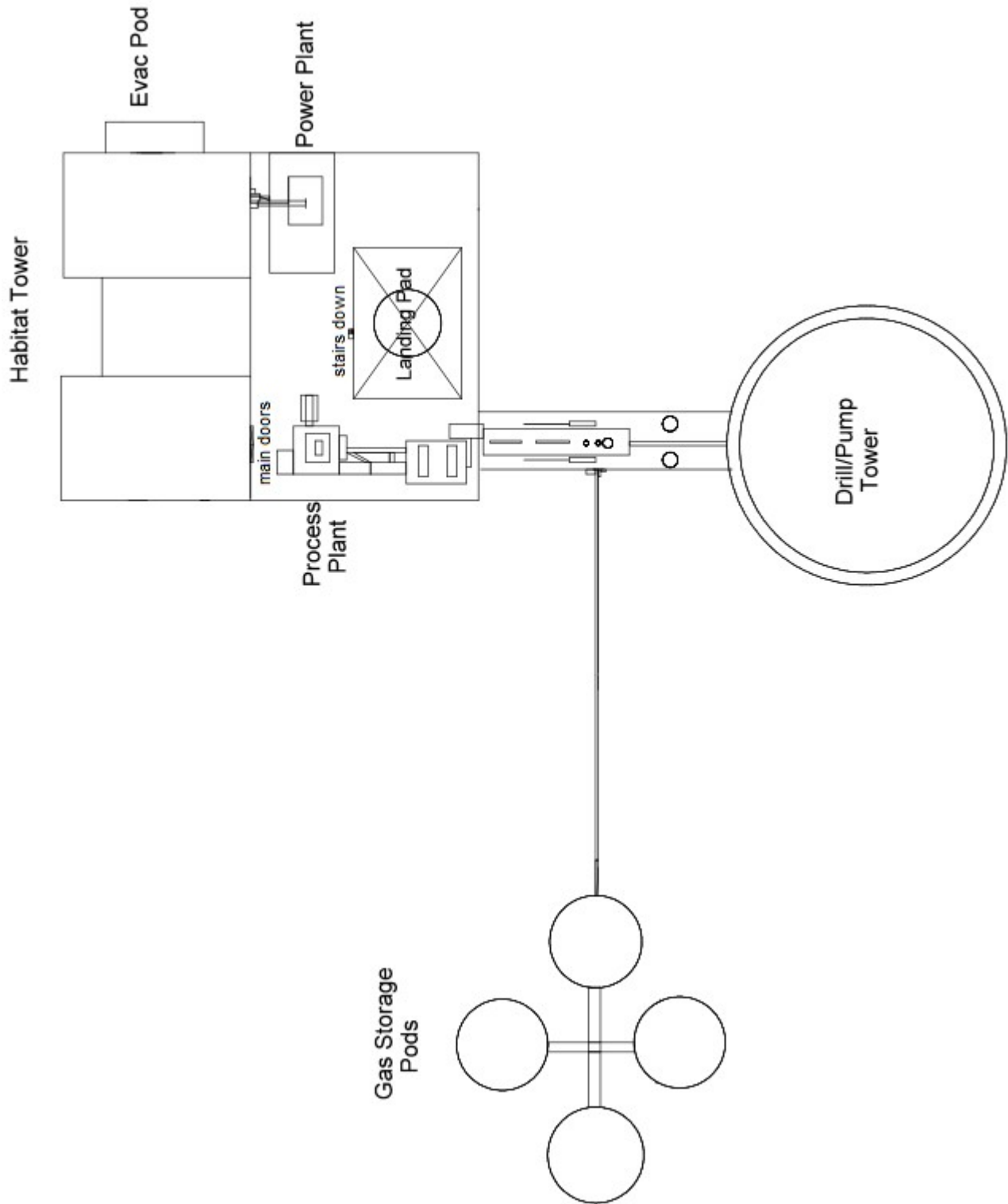
MAP 9: ALIEN CHAMBER



MAP 10: SCIENCE LAB CHAMBER



MAP 11: RAINBOW 12 - AERIAL VIEW



CONVERGENCE

by Garry Cooper

Convergence is a Cthulhu Rising NH adventure for a small group of investigators, with the requirement that they are ColSec Detectives. It follows on from a previous adventure, DH03 Cold Tower part Two.

This game involves the players investigating such crimes as pornography, child abuse and snuff films, and is not suitable for the younger player.

KEEPERS INFORMATION 1

Background

Operation Wolfhound was too successful for its own good. Within three years of its inception many of the original operatives, analyst and administrators of the small FSA team would be dead, insane, professionally discredited or forcibly retired. Despite, or perhaps because of, the tangible evidence it uncovered the FSA board of directors judged the project an expensive and embarrassing failure.

Wolfhound was the creation of Professor Barbara Rothberg, an acclaimed expert on politics, military game theory and counter terrorism. She, with the approval of the FSA directors, had gathered a team together to investigate the rumours and hints uncovered during the interrogation of several separatists, malcontents and gangsters. The rumours hinted at some "master" organization behind some of the criminal organizations. Like a furtive secret whispered in the wind it was often sensed rather than proven by the agents of the FSA. Rothberg worked hard at convincing the FSA board of directors to allow, at least, a preliminary investigation into the claims. To see if a full-scale investigation was advised. While the Board of Directors had good reason to doubt these claims, they authorized the investigation, with a limited budget, in deference to Rothberg considerable reputation with the FSA.

With characteristic hard edged and unsympathetic expertise, Rothberg began to unpeel the layers of lies, conflicting evidence and masses of data. Amongst this orgy of data she spotted a glimmer of the truth and followed it to its end. Slowly methodically she began to get a picture of an organization providing funds to a confusing variety of dissidents, terrorists, malcontents and lunatics. Many of these sinister cells had nothing in common, other than they were destabilizing influences inside the UEF.

It was during the early days of the Colonial War that Wolfhound made its first major breakthrough. An informant by the name of Jasper revealed that some of the senior members of this "master" organization could be found in the heart of the UEF government in Geneva. The informant painted a picture of shady meetings, secret codes and a cabal of the powerful and rich sponsoring discord in the UEF. The informant seemed

closer to the truth than the others; he talked of darker secrets, hidden mysteries, and names of strange and half-forgotten gods. He spoke of their belief in the one he called "The Eyeless." A creature that had been found in the hills of Italy by the ancient Etruscans. Its broken body taken care of by the cult in exchange for its knowledge. Finally; he told Rothberg the name of one of the leaders of the secret cabal, Senator Stefan Cardinac.

Following the only lead she had, and without consulting her superiors, Rothberg ordered a small team to be dispatched to the sprawling glittering heart of the UEF. The Team set themselves up in Geneva and began to watch Cardinac intently. A few days later, with only the permission of Rothberg, they decided to break into Cardinac's luxurious house on the shores of Lake Geneva. When Rothberg would look back at those times, as she often did, it was there, she would realize, that it started to go wrong.

A few hours after the team entered the estate of Cardinac news broke out on all the Earth media networks. Cardinac had been killed; eight bodyguards dead and his house a burning wreck on the shores of Geneva. Of the Wolfhound team only one member was found alive. Corran Winters was found in the estate grounds babbling and incoherent, he had been driven mad by the stresses of the night.

The "failed" mission caused a scandal in the FSA, and when the directors asked for a full report, the discovery of the team's complicity in the death of a UEF senator caused horror and outrage. The FSA was already suffering from a loss of prestige due to it's failing to prevent the breaking away of the ERC. The last thing the FSA needed was more scandal.

The FSA directors brutally shut down the operation. Rothberg denied approving the mission and attempted to blame her second. However, she was quietly forced out of her job with her reputation in tatters. She took up a teaching post working for Copernicus University on Mars. Refusing to give in, she kept up her research and continued, with much more limited resources, to investigate "the Brothers." She became known as something of a pest lobbyists by the FSA and was quickly shut out by her former colleagues. In 2269 Dr Rothberg made a significant discovery, a contact pointed out a copy of the Book of Names, an Etruscan language document found in the Villa of the Papyri, amongst the ruins of the devastation caused by Mount Vesuvius.

The book was thought lost, rumours circulated that the book had been removed from the collection by the Vatican, but somehow a 21st century copy was found in the vaults of the Sutton Institute. The work was an Etruscan "bestiary" of obscure gods and demons of that civilization. The book made reference to a creature called the "Eyeless One." A being that saw both the past, present and could see the shape of time. The eyeless one had fallen from the stars and been trapped in the mortal realm. A group of men had helped it in the world and they worshipped it, they were called the brothers. Hungrily she devoured the work, using translating text and explored the rituals within. She began to believe that the group was still active and this was their bible.

She began to compile her notes, looking for more Forbidden Science books and further explored the mystery of the Brothers. Unfortunately for the doctor the Brothers had been watching her since the death of the senator. The brothers had been monitoring her researches, and were rocked by the discovery she made in 2271. Doctor Rothberg was again contacted by Jasper who provided her with more information on the names of the senior Brothers. Many were members of the UEF government and some were the senior partners of Koestlar operations. Jasper also gave her a file of data that demonstrated the location of the being called the Eyeless One. Jasper then simply vanished.

Eventually the Brothers grew tired of Rothberg and decided that she simply knew too much, she had to be removed as a threat. They contacted one of their assassins a brutal psychic by the name of Haldane. He was ordered to kill her and destroy the data she had gathered. Rothberg, however was one step ahead of the Brothers, and had anticipated the move. In the event of her death, she had arranged for copies of her work to be sent to her son, and fellow investigator, Simon Rothberg. Simon lived in Drakestown, Carlson's Hope. Soon after her murder was announced, the data travelled with a trusted assistant by the name of David Waller, and an android called Kirsten. Haldane, however had torn Rothberg's plan out of her mind before killing her. He killed Waller at the transit station, but the android got away from him. Kirsten smuggled herself aboard a ship heading to Drakestown. Haldane is right behind her. He has contacted Koestlar operations and they are waiting for the androids arrival. However Kirsten got to Rothberg first.



The Problem with Junior

Dr Rothberg made an error when she trusted the character of her son. She provided him with her data, information and a glimpse into some of the dark secrets she had uncovered. A weak man, he quickly crumpled under the promise of easy power and wealth. His intellectual arrogance was sharpened by the "profane Mysteries" he had learnt.

Simon has been engaging in his own experiments with the Forbidden Science. Intrigued by the hints of the larger cult called The Brothers he has been tracking them with a purpose of his own. He would seek to discover the truth of their "sacred charge" and communicate with this entity that fell from the stars. To finance his researches and study he used the training his mother had given him to set up a small illegal Holoporn company. The pornography is of a brutal and sadistic nature. The victims are real people, not holo images. They also supply the child porn market. This company also uses its shipping/supply lines to transport drugs.

While Simon has been informed of the death of his mother; he finds himself emotionally unattached and doesn't really care. He suspects that his mother was killed by The Brothers so he has gone to ground. He is currently unaware of Haldane, or Kirsten. However he has been contacted by Jasper.

Plots within Plots

Jasper has promised the young Simon Rothberg power, money and a senior position in The Brothers, but only if he removes a problem for the Venetian. He wants him to kill Falah Ishmael. Falah is not just a senior partner for Koestlar Operations; he is also one of the Three Guardians. The Guardians are the most senior members of The Brothers, and they answer only to the Eyeless One. They control access to the creature and follow the instructions of their "god." All are powerful sorcerers with unnaturally long lives.

Jasper is really another one of the Guardians by the name of Francesco Taglius. As Jasper, he manipulated Simon's mother into sending a FSA team into Senator Cardinac home. Cardinac was killed by Taglius who was present at the assault. Cardinac was one of the Three. His death left a vacuum that Taglius filled. Now he wants Falah out of the way. Taglius master, the Eyeless One, has provided him with an opportunity. The Eyeless One commanded both Falah and himself to go to Carlson's Hope to find the machine that had been discovered in Cold Tower part One/Two. He wants them to build a gate to then allow him to travel to Carlson's Hope. They are both using the pretext of investigating the events that occurred on Rainbow 12 as a cover.

Taglius has sent his man Haldane to insure that the assassination attempt works. (The man on the grassy knoll so to speak.) Haldane has also been tasked by Taglius to clean up the criminal activities of Rothberg to reduce the chances of discovery. However here the normally calculating Venetian has erred as the murder of one of Rothberg couriers does the opposite and will bring the players in. From a gaming point of view, the

two Guardians have been on Carlson hope for 2 days before the adventure starts.

'Em pesky Meddling Yithians

The Yithians have not taken the reappearance and renewed threat of the Builders in the Void lying down. With typically cold Yithians logic they have dropped a small team of agents into 23rd century. The Yithians have targeted several key figures in the upcoming events. They wish to discover what has been awakened on Carlson's Hope, and destroy it if they must. They also plan to surgically remove any influence of the Builder in the void.

At this stage in the game they are information collecting, they will also attempt to find out what happened to the players during the events of DH03 'Cold Tower part Two'. They are unaware of the book that was found in War Wounds, but if they do they will want to get their hands on it.

The Adventure itself

1. The game starts with an investigation into an apparent murder/robbery down in the E-Zone. This should uncover an illegal pornographic ring. As the players get closer to this ring, the events of the campaign begin to intersect the investigation. During a raid they may uncover the plot of Simon Rothberg to assassinate one of the Koestlar senior execs visiting the Colony. The game will culminate in the assassination attempt and with a visit from an unlikely source of information.
2. Kirsten arrived days before the game starts and planned to approach the players (see 3) but noticed the Koestlar agents observing them. (since Cold Tower they are being watched closely.) She is now waiting for a more appropriate time to contact the players. However; she knows that Haldane will attempt to destroy her, if he finds her. The players may see the beautiful young women watching them occasionally. But she will vanish into the crowd if they try to approach her.

Kirsten is no ordinary android. She was an illegal level 5 android who had been recruited by Dr Rothberg long ago. However, during the shuttle trip to Drakestown, her mind has been replaced by a Yithian agent. The Yithians deem it imperative that the data Rothberg discovered makes it to Drakestown, and the players. The Yithians have seen the pattern of the future and want to insure that the players have access to certain information before the next adventure.

The Yithian is a cunning field agent that has a lot of experience in posing as a human and living through this time period. For most of the game Kirsten is in hiding. Haldane has attempted to track her, but Taglius (Jasper) keeps pulling him away to clean up the trail to Rothberg.

THE GAME

The game starts a month after the events of DH03 'Cold Tower Part Two'. (Or at least enough time to allow wounds and sanity to heal.) The rig has sunk beneath the waves and Koestlar have issued a statement claiming it was a fire that destroyed the rig. The police inquiry into the event of DH01 'War Wounds' has gone quiet but is still bubbling under.

If the players agreed to cover up for Alison Striker: (DH02 'Cold Tower 1') Then she will want to be informed of the progress of the investigation into Ken Larson death, and cover up any evidence of his involvement in the pornography ring. (Once bought, bought forever.)

The game starts with a death in the entertainment sector. The players have been called to the scene. SOCO have yet to remove the body, but they have cleared the site for the police to investigate.

To be read out to the players.

They call them skimmers.

They call them skimmers. That's what the working boys and girls of the E-Zone call those that have skimmed the cream off the top of society. Ivy leaguers, trust fund brats and corporate silver spooners; all treating the dark streets of Drakestown like some kind of game. They come to have fun in the devils playground to give meaning to their dull lives. To separate themselves out from the rest of the grey suits. For them the filth, decadence and crime is just an exciting dalliance and the poverty merely decorative.

Sometimes, however, the E-zone demands a sacrifice, and one of the skimmers is consumed by the dark. Their well suited, well fed bodies get dumped in some filthy alley. Just like this guy. His body lies slumped up against the alley wall, the blood from his chest wound pooling around him.

SOCO have already arrived and are taking their holophotos of the corpse. Each end of the alley is blocked off by a black and white, and patrol are making sure only cops get through the cordon.

The alleyway is an accident of design, an afterthought that appears between an android brothel and a low rent hotel. (Room by the hour.) The alley is filthy and trash strewn. The stench of urine is everywhere and rats can be heard rustling through the filth.

THE INVESTIGATION 1

Crime Scene

The area currently has a failing condenser unit and moisture falls from the “sky” like a light rain, making everything slick and beaded with damp. The busy noise of the E-Zone can be heard as a background roar and the flashing lights of the two police cars illuminate the alley in a staccato glow. The body is still present and SOCO have cleared it for moving. But they will let investigators take a look first.

Facts: The Body

1. The corpse had his wallet on his inside jacket pocket. The wallet contains the usual credit cards, 200 Eurodollars in notes, a Koestlar pass key. And his ID: Kenneth Larson, Senior publicity manager.
2. He has a single puncture mark over his heart and his white shirt is covered in blood. His handsome face is covered in moisture, but his dead face has peaceful quality about it. He appears around 32, blond hair, fit looking. He looks like the archetypal high school jock.
3. If the players look in his jacket they will find a pistol (6mm) no spare clip. If analysed, it has never been fired. Larson is not registered to carry a firearm. (The gun is a tacky looking nickel-plated weapon. Larson liked the ideas of carrying a gangster looking gun.)

Running Data

As the players already have the ID finding out more information is fairly easy. A quick check will reveal the following data.

1. He has no criminal record.
2. He lives in the Excelsior building in the Koestlar Dome. (Senior management building.)
3. He is from Washington Earth and has been registered as living on the colony since January 2267.

A quick search through his records indicates an all American hero. Captain of the football team, Ivy League, college trust fund kid, and a good job in Koestlar.

4. He has no family, or relatives, in the colony.

Searching the Scene

Apart from the dead body, and the obvious slaughter, there is nothing else on the alleyway floor to find.

Spot Hidden: If successful the players may find a plain brown briefcase tossed on top of a large garbage collector. (2.8m in height.) While it is locked it's fairly simple to break open/pick. Inside are 200 foam packed data chips.

If the players plug in a crystal into their own PDA it will reveal 15 encrypted files. (A Computer Roll will show that they are movie files.) The files are identical for each data crystal, but need a password to get into.

If the players don't find the briefcase then a smug patrol officer may present it to the players, with sarcastic comments like “Uniforms always happy to help.”

Breaking the Encryption

The encryption on the data crystals is competent, but not expert. The ColSec forensics team will crack them open in 3 to 4 hours. (Or a player with the right skills may be able to do it themselves)

The files are movies: all approx an hour in length, most are amateurish in filming techniques, lighting etc. However, it's the content that catches the eye. Each film depicts the rape and torture of some unfortunate. 7 of the films depict the sexualised torture and murder of young women, 4 depict the same for two young men and 4 that of young children between 4 to 8.

The only ones hiding their faces in a variety of clown/animal masks are the torturers.

Facts: The Films

The films are all shot in the same location: it is some industrial warehouse, looks like a docks warehouse.

Spot Hidden -20%: the bad guys have been careful to avoid any traceable details in their films. However in one shot a young woman is hauled up by a small industrial rig. She is then casually eviscerated.

Despite the horror of the scene, a registration number can be seen on the arm of the rig. EX3456700.

A know roll: Will inform the player (s) that they can run this to see if there is a record of it anywhere.

A research roll: After some searching, EX3456700 crops up on the docks public register as one of thousands of small industrial cranes that have been insured against damage or theft. The players will have to contact the port authority. Who will be very happy to give them the current location: Dock 34 level 12 docks. A quiet and out of the way part of the docks.



KEEPERS INFORMATION 2

So what happened to Larson?

Larson was killed making a regular drop of illegal porn to a Malcolm Sanders. Sanders is a gangster who buys it from the suppliers and ships the porn out of the colony. Haldane is following his instructions from the Brothers to wipe out Rothberg and anything attached to him. However he is holding back on the Rothberg has his real master: Taglius (Jasper) needs him alive for the moment. This is why Haldane is finishing off the lackeys rather than Rothberg to divert the Brothers suspicions.

Haldane killed Sanders, a few hours ago. His body is dumped in the Steamer, never to found.

THE INVESTIGATION 2

Further investigation

While the players are waiting on the vid data from SOCO, they may decide to further investigate this case. Below are some options and where this investigation may take the players.

Security Camera

Checking the local security cameras they will find that there is a limited security cover of the area. Yet, the Security camera on the main road clearly shows the victim pulling up in a cab (An Auto-Cabs company called E-Zee Cabs. Car number 22.) He leaves the car, looks around the busy e-zone streets; he then walks into the alleyway carrying a small brown briefcase. (There is no camera in the alleyway.)

E-Zee Cabs: Level 3, Wilkinson (Map 1)

The cab firm is run by an ex con (Benefit Fraud, Robbery and Drug dealing.) Pablo (bulldog) Remis. It's on Wilkinson: a busy urban area.

Pablo is a short bullish man with little tact or respect for the police. He is a Martian and dislikes the UEF and views authority figures with distrust. He started his business five years ago. It's a small business with only 25 automated cabs. (Programme your ride in and then pay in advance.)

If the players ask for a route map for Car 22, then the route is:

1. Pick-up at 21.00: outside the Koestlar Dome.
2. Drive to level four. Stop at the Claremont hotel. Waited forty minutes while Larson was in the hotel. Drive to scenes of death at 23.00.

Auto-cabs is a front for Rothberg and run as a courier service. If the players request the cab 22, they won't find anything of use in the cab itself as it has been "cleaned."

Note: E-Zee Cabs is soon to be a target of Haldane who has made the connection and wants to get clean up the site. (At an appropriate point in your game, the players

may be called back to Auto Cabs to witness the devastation caused by Haldane. All the goons are dead and Remis murdered in a similar way to Larson.

KEEPERS INFORMATION 3

The Truth

Remis is also a pornographer and has helped to make some of the films. He is helping Rothberg with delivery of the goods, and Larson has used Remis's cars for every trip.

He will inform the players that the booking was made by the victim about 16.00 hours to pick up outside the Koestlar Dome at 21.00. If the players start snooping around the shop, and look like they are on to him, then Remis may pull the 12 gauge from under the desk and start firing. His goons armed with pistols will quickly come to his aide. (He has four goons in the staff room area to back him up if there is trouble. Use the generic goon stats in Appendix A.)

If the goons are captured, they are just generic goons who know very little. However, if they take Remis alive he will be able to give them some insight into the business, the pickups, Sanders name, and the location of the warehouse where they filmed the vids. However, he only knows of Mr Banks as the man that gives him money.

THE INVESTIGATION 3

Claremont Hotel

The middle level hotel is decent enough and not the sort of place one would expect such shady deals to take place. The bar has been retro fitted to look like a 1930's New Orleans bar.

There is a regularly barman at the hotel called Al, and if they asked him about Larson he will remember him as a semi-regular who turned up every few weeks. He would met up with a small creepy looking nervous guy in a bad suit. He describes Larson as "Real wannabe big shot, always shooting his mouth off about how big and important he was. Real ultra competitive loser." He will let the players look at Security cameras for the night. The players will clearly see the bad suited man giving Larson a large brown envelope and the briefcase. They then leave after they chatted for a while.

Spot Hidden: The players may notice that the two men are being watched closely by a figure at the bar. (Haldane)

Running more Data

If the players run the faces of the creepy looking man and the watcher (Haldane.) and if they make a successful Research rolls using the police database, they will come up with the following names:

1. Richard Banks: Earther, Born in New York 2230

Banks has a string of sexual convictions starting from his teenage years. It started with flashing, illegal pornography and ended with rape. He spent ten years in a prison and received behavioural alteration. (However it doesn't seem to have stopped his behaviour, does it?)

He is registered as working for the municipal authority as a garbage sorter. He lives in Santiago Springs level 4.

2. Thomas Haldane: Born in Drakestown 2241, Died 2260

A research Roll – 25 is required.

His file is sparse as it covers a period when the ERC occupied Drakestown and, as such, a lot of information is lost.

- Known to have been an active member of the resistance. He was responsible for the death of several high profile ERC officers.
- His father David Haldane was killed in the Liberty park massacre.
- His mother, Patricia, was murdered a year later. An ERC officer was also found dead in her bed.
- ERC security files that had been left behind indicated that he was being hunted for the suspected deaths of 8 ERC officers. All the victims had been mind blasted into submission then killed with a weapon. Usually a knife.
- He was reported dead just after the ERC pulled out. There are no records of where he is buried, nor is there a death certificate.



THE INVESTIGATION 4

Larson's flat

Larson has a trendy pad in the Koestlar dome. To access it they will need to contact Koestlar. They will have to go around the flat with a liaison officer. (His name is Lain Lane, a slick thin man with a sharp face and shark smile.) He will have two armed and armoured security guards with him at all times, and they will keep an eye on the players.

In general the players will find the Koestlar Dome is on a heightened state of security. If they ask why, then they will be informed they are currently being visited by two senior partners of Koestlar who are here to investigate the destruction of one of their rigs. (See DH03 'Cold Tower part Two'.)

The Liaison officer will escort the players to a slick high rise flat in the middle of the elegant Koestlar Dome.

Spot Hidden: Players will notice that Larson's flat is remarkably clean. Too clean. Koestlar have already given Larson's flat a once over to insure nothing embarrassing for the company is found in the flat.

There is no longer anything of interest in the flat.

THE INVESTIGATION 5

The Autopsy Report on Larson

The victim was stabbed with a steel blade. A stiletto type used by some special forces. A single puncture wound to chest. No indication of a struggle. The metal used is consistent with military weapons grade. The knives can be bought as ex-military surplus in most colonies.

However, his forebrain shows signs of serious psychic attack. Someone psychically assaulted him first.

A single white blonde hair was found on his jacket. Luckily it had some hair follicle on it to trace DNA. The DNA is put through the register of citizen's directory. It will take an hour or so to come up with a name. (The name is that of Thomas Haldane.)

Searching for the Patterns

If the players search for a similar MO for the murders. It will take a few hours to gather all the relevant information. There has been a sequence of similar murders in the UEF over the last decade.

Below is a list of names

1. Alicia Hooper. 2261: An accounts clerk for Koestlar operations, based on Earth. She was found dead in Geneva. She worked closely with the department of taxation during an audit of Koestlar books.
2. Kevin Stravinsky. 2261: Killed in New York. Scientist. Working with Koestlar.
3. Alfred Moriny. 2263: A London based journalist who was found dead on Mars.
4. Clara Burrows. 2265: A nurse working on Callisto.
5. Corran Winters. 2269: killed in Arkham Asylum. Was a suspect in the death of Senator Cardinac, on Earth Geneva.
6. Dr Professor Barbara Rothberg. 2271: 6 weeks ago. Found dead in her office at Copernicus University where she lectured in politics.

Also: There is fragmented records of 8 ERC officers who were killed during the occupation of Drakestown. The MO is very similar. The deaths were suspected to be the work of a known terrorist called Thomas Haldane.

If the players investigate the death of Corran Winters, apart from the information available in the background, there is an odd lack of information.

If the players investigate Rothberg, then they may find she worked for the FSA, until the failure that resulted in the death of Cardinac. Smart players may then search to see if Rothberg has a relative on the station. They will come up with the name of Simon Rothberg. An antiques dealer who lives on level 2. He will be out of contact, and his richly decorated home is empty. (He has gone to ground to plan the assassination of Taglius rival.)

Note: If the deaths of the ERC officers are mentioned to Anson or the name Thomas Haldane, then Anson will look uncomfortable about this particular ghost of the past. If the players convince him he will tell them about Haldane.

Haldane was one of the resistances greatest assets here in Drakestown. He was a psychic, powerful one too. But he was damaged, something in him had switched off. He was able to kill at will, without any thought or sense of mercy. He had such focus, eagerness to kill. At the time we used his talents and his gift for murder. We had to. Those were hard times.

But sometimes his methods were more than just efficient they sometimes bordered on sadistic. Sometimes, I think killing the ERC was just an excuse, an outlet for his violence. If the ERC hadn't been in Drakestown, I figure he would found other pray.

Then the ERC left and he vanished. We never saw him again. We figured he was dead.

THE INVESTIGATION 6

The victims on the films

Most of them are Steamer Rats. Kids, runaways the broken and the lost. None have been reported missing and a scan of their faces come up with a list that reads like the book of the damned. Drugs, petty crime, prostitution, desperate poverty. No one that would have been missed.

Only two children can be ID'd:

1. Stacy Calare: 8 years old. Her decomposing body was found six months ago. Her body had been dumped in the steamer. Only one parent, her mother died 2 days after she went missing of a massive drug overdose. No-one know where she got the money to buy so much of the pure drugs that killed her...
2. Davis Lawler: 5 years old. The family were given temporary housing a year ago. But since

then have fallen through the loop. Streetwise: players may try to track them down.

And if they are lucky/smart they may track them down in the steamer. The surviving relative is Tim Lawler. A Drunk, currently in the catholic respite home called the Sisters of Eternal Repentance. He was offered money for the boy while he starved in the steamer.

What he knows: He sold the child six weeks ago to a Mr Banks. They have taken other kids. No one knows how many.

If they ask any of the sisters of Eternal Repentance if they noticed anything odd recently. One of their numbers, Sister Alicia will contact the players. She will tell the players that she was contacted by Mr Mason over a year ago. He offered her a lot of money and medical supplies to assist them in the distribution of certain chemical substances. She refused.

Raiding the Warehouse [Map 2]

If the players have uncovered the location of the Warehouse the films were made in, then they may wish to raid it.

General Description:

Most of these warehouse are prefabricated and built as standard pieces. Players who raided Callum Corp in DH02 'Cold Tower part one' will recognise the standard layout. In general terms it is a large metal framed box, made for utility not comfort.

It is mostly used for filming. If the players stake out rather than just go in, a day or two later (Keepers option.), they see a black van pull up and a film crew. Some security men and a young girl enter the building. The girl is not happy and looks very scared.

There are 4 personnel, 8 security. 2 participants and the young girl. Mr Banks is also there observing. If the players try to break up the filming, then there will be a battle. All of the crew, goons and Banks will try to fight their way out. They have too much to lose.

1: Filming Area

This is the filming area. Lighting. Sound stage and screens. Dried blood covers the floor.

There are four large boxes on the wall opposite the entrance. The boxes are full of sex toys, restraints and costumes. They are all filthy and encrusted with human fluids, including blood. If the players raid when there is filming there will be 4 film crew, banks and 2 guards down here. The film crew are all armed with 8mm.

2: Walk space

This is an empty space above the stairs. If the players raid the building with people present, then at least two goons will be up here firing down on the players.

3: Security offices

Really just a scruffy area that contains some sofas a fridge and the rest of the goons.

4: Freezer room

This room has been converted into a room sized freezer; this is where the bodies are kept prior to disposal. At the moment there are two bodies lying covered in plastic. Two young women. They have obviously been tortured to death.

Capturing/ Interrogating a Goon

If the players capture a goon, then they can give information 2 and 3 from What He knows. But not much more than that.

Mr Richard Banks:

1. He is clever but weak, and not able to tolerate torture or any kind of pressure.
2. He is a pathetic figure and will fill most of his answers with self justifying and weeping self pity.
3. He is clever enough to try to manipulate the players into agreeing a reduction in sentence if he tells them everything he knows.
4. If scared enough he will piss himself.

What he knows:

1. He was contacted by a Mr Mason. (Lying he is using Rothberg cover name, though he may be pursued to let that slip.) While he was last serving in prison and hired as an expert on this kind of filming.
2. The operation is over two years old. He no longer remembers how many have died. But he knows that he made a lot of money. And sometimes he "got to play with" some of the children.
3. Mr Mason has not been around for a few weeks, he is planning something big.
4. He's been obsessed with Koestlar for years, something to do with his Mother work.
5. He's been talking to a man called Jasper. Jasper has been giving him information about Koestlar.
6. Rothberg been hiring some serious muscle, says he has a job. Something about Koestlar and some big wigs that have arrived. They plan to kill them while they are on a planned visit of Rainbow 8. A rig out on the Foster Sea. They will be attacked as they leave the STV that will land on the roof landing platform. (the time of the hit will be an hour and a half from finding out.) The koestlar STV has already left, and the players will only have around another twenty minutes to get an STV to the location of the hit.

7. He has no idea why. But knows Jasper has offered Simon a lot to make the hit.

Note: If the players have killed Mr Banks before he can talk, perhaps Mr Banks was greedy enough to keep a secret recording of Simon Rothberg boasting about his powerful new Friend called Jasper, and his new mission? Banks planned to blackmail Rothberg with the recording to get a cut of the action. The recording is on his PDA which should be found on his body.

Mr Banks Flat

The players may also wish to search Banks flat. It is on Santiago springs. A small, grotty bed sit that has framed his miserable life for a decade. Under the filthy bed is a box of "trophyies": picture of his victims, children underwear, etc. There are DNA trace of several missing children. There is enough evidence to put him away for a long time.



THE ASSASSINATION

If the players have uncovered the plot to kill Falah, they are now presented with some choices:

1. Warning Koestlar

If the players simply contact Koestlar, then they will be thanked, etc. Koestlar will tighten security. However the assassination will happen as the two senior members will refuse to cancel the trip out to Rainbow 8. Rainbow 8 is a nearby dig that was close to the site of rainbow 12. (They are using it as it is the same model of station. They want to run some Holosims to see make sense of some data. Haldane is already hiding on the rig, with a sniping rifle. He is amongst the steel pipes and funnels of the processing plant with a perfect shot of the landing platform. Even if Rothberg's plan fails then Haldane will shot Falah. It's unlikely that Haldane will then escape with his life. (Keepers option.) The players will be informed that his bullet riddled body was picked up by SOCO.

2. Go to the rig themselves

If the players go to the rig themselves to prevent the Assassination, then they will have to persuade Koestlar to allow them on the rig. Not an easy task. However if they can pursued Anson that there is not just a threat to Koestlar, but a threat to civilian personnel and security of Drakestown, he may authorise an armed response team

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and a police STV to get out to the Station. They should arrive as Rothberg is about attack for maximum action.

3. Do nothing

The players, for whatever reason, do nothing. Then the events will unfold as planned. However, in the aftermath there is a chance that the investigation into the death of Falah may uncover that the players were aware of the plot and did nothing to stop it...

The Assassination Attempt [Map 3]

Assuming that the players get to Rainbow 8, the attempt will occur when the two senior partners (Taglius and Falah) step out of the STV. The main Hanger doors have been arranged to fail by Taglius and the STV was forced to land on the roof Platform. The senior partners are accompanied by 4 guards. The rig will meet them with the senior management and six other guards.

The weather will be grey and bleak as the assassins STV will come in low and strafe the landing platform with a modified machine gun. On the second pass it will drop six armed and armoured goons and Rothberg and six troops onto the platform.

Of course Rothberg will fail, as the Koestlar security guards are well trained and professional. However a stray "bullet" either from Haldane sniping from his hidden position up in on the roof of the processing plant, or a bought guard, will finish Falah; leaving Taglius alive.

Aftermath:

1. If Rothberg is captured by Koestlar, Taglius will insure that he dies of his wounds before he gets to the police.
2. If captured by the police, he will give a great deal of information to the players after an initial interrogation. He can give a full account of operation Wolfhound, and his researches into the Forbidden Science and that he believes Koestlar is a front for some ancient cult. (He can give all of the information, save Jasper's real identity.)

He knows they plan to bring the Eyeless One to Carlson Hope, but not how. Also that the discovery of some machine has made them very interested in the planet. The night after the interrogation, he will be found dead in his cell. Cause of death: heart failure; his face contorted in fear.

END GAME

At this point, in the game Koestlar/The Brothers are reeling at the death of another member of the cult, and the Venetian starts to make plans to find the other machine. He will begin to build a gate that will allow the Eyeless One to be transported to Carlson's Hope.

Meanwhile the Builder in the Void have dropped out of F-Space and are now orbiting Carlson's Hope. Their

massive decaying and diseased organic ship is cloaked and hidden. It has started scanning the planets surface for signs of the AI. They are rewarded for their efforts when the AI returns their signal...

As the dust settles over the scene, the players will be contacted by Kirsten. She will simply walk up to the door of one of the player's accommodation and ring the door bell. She will not tell the players that she is an android.

She will smile at the player (s) and say:

"Hi. My name is Kirsten and I need your help..."



APPENDIX A: NPC CHARACTERISTICS

Statistical profiles are gathered here to enable the Keeper to copy or print out these pages separately from the campaign to provide a handy reference when running this chapter.

COLSEC PATROL OFFICER

Local Police Force

STR: 12 Move: 3
CON: 11 HP: 24
SIZ: 13 Dex SR: 3
INT: 11 DB: +1d4
POW: 11
DEX: 12
APP: 12
BRA: 12

ATTACKS:	ROF	A%	PV	DAM
M11P Pistol	3	50	+0	1d10+2
Unarmed Cmbt.	1	55	+0	2d3+1d4
M36 Shotgun	3	60	+0	4d6+6*
Stun Baton	1	50	+0	1d6+1d4**

*stun, 1d6 lethal

**stun

Armour:

Personal Body Armour (4 AP), Helmet with visor. (4 AP)

Skills:

Dodge: 50%, Law 40%, Listen 50%, Spot 55%, Research 45%, Drive 50%, Insight 45%.

Notes:

This is a typical police officer. They are well trained; tend to be cool under pressure and able to use small group tactics if necessary. As rule they will attempt to contain violent criminals and wait for the SFU to show up. Some ColSec officers are ex-marines and may have skills, like demolitions, that may come in useful.

SFU: Officers will have full combat armour, assault rifles and have an extra 10% on all handgun and military skills. The SFU will also have Frag, stun Grenades at their disposal.

Equipment:

- weapons and armour as above.
- Police car.
- Personnel computer.
- Comm uplink.

Weapons:

All police are issued with a 10mm Automatic and at least two spare clips. They also have a stun baton and a pair of auto seal cuffs. A shotgun or assault rifle is often kept in bio locked grab lock in the car cabin.

GENERIC GOONS

Violent goons

STR: 12 Move: 3
CON: 11 HP: 23
SIZ: 12 Dex SR: 3
INT: 11 DB: 0
POW: 11
DEX: 13
APP: 12
BRA: 12

ATTACKS:	ROF	A%	PV	DAM
Punch	1	45	+0	1d3
Knife	1	50	+0	1d4+2
Glock 36 Pistol	3	50	+0	1d10+2
M41 SMG	3/A5	40	+0	2d6+4

Armour:

None. But if "on a job" may wear light armour.

Skills:

Varied and at Keepers discretion. There will be a few "experts" in fields like explosives, hacking or security systems.

Notes:

These guys are hired goons, and while they tend to be better armed and trained than the average goon they are still "thugs in suits." Most of these men and women will have criminal records, and may have even done some time. These Stats can be used for most goons encountered in this game. Including Remis and Rothberg.

Rothberg's Goons for the assassination attempt will be armed with TAR's and wearing full combat armour.

Tactics:

Drive bys. Isolation of individual and they like to outnumber their target.

KOESTLAR SECURITY

Ex-military personnel

STR: 14 Move: 3
CON: 12 HP: 24
SIZ: 12 Dex SR: 3
INT: 11 DB: +1d4
POW: 11
DEX: 13
APP: 11
BRA: 13

ATTACKS:	ROF	A%	PV	DAM
Punch	1	50	+0	1d3+1d4
Knife	1	50	+0	1d4+2
M41 SMG	3/A5	50	+0	2d6+4
NSG 23 rifle	3/A5	50	+0	2d8+2
M11P Pistol	3	50	+0	1d10+2

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Armour:

None. But if "on a job" may wear light armour. Security personnel on the rig will be wearing full body armour (8 AP). Similar in configuration to marine body armour.

Skills:

A broad range of perception, stealth and combat skills within the 45% to 50% range.

Notes:

Many Koestlar security troops are ex-marines or trained by Ex-Marines. They are cool, professional and ruthless. They will not hesitate to kill ColSec officers if ordered to do so.

RICHARD BANKS

Sexual perverse

STR: 10 Move: 3
CON: 11 HP: 29
SIZ: 12 Dex SR: 2
INT: 14 DB: 0
POW: 11
DEX: 13
APP: 08
BRA: 09

ATTACKS:	ROF	A%	PV	DAM
Punch	1	35	+0	1d3
Glock 22 Pistol	3	40	+0	1d10+1

Armour:

None.

Augmentations:

Eye Recording Unit (cyber).

Skills:

Dodge: 43%, Psychology: 45%, Fast Talk 56%, Listen 45%, Spot Hidden: 67%, Drive: 40%, Computer use 76%.

Notes:

Richard is a man with a long record of violent sex crimes. He was smart enough to pass through his psychological testing and the records indicate he received behavioural alteration. Sadly Richards was able to bribe his way out of that. Though his criminal records show that he received the alteration.

He is a weak man who will crack under interrogation.

THOMAS HALDANE

Cold Blood Killer

STR: 14 Move: 3
CON: 15 HP: 29
SIZ: 14 Dex SR: 2
INT: 15 DB: +1d4
POW: 18
DEX: 16
APP: 14
BRA: 15

ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	70	+0	2d3+1d4
Knife	1	70	+0	1d4+2+1d4
M11P Pistol	3	60	+0	1d10+2
M25A1 Rifle	3	75	+2	2d8

Armour:

None.

Skills:

Dodge: 65%. Any military, combat and security skill at around 75%.

Psychic Skills:

Telepathy Skills: All skills around 75%

Notes:

A tall, well-built and handsome man. He has short blond hair and piercing blue eyes. He has made a successful career as an assassin. First working for the FSA then working for the Brothers. Haldane is a sociopath with no Compunction about killing. However, he is clever and well controlled.

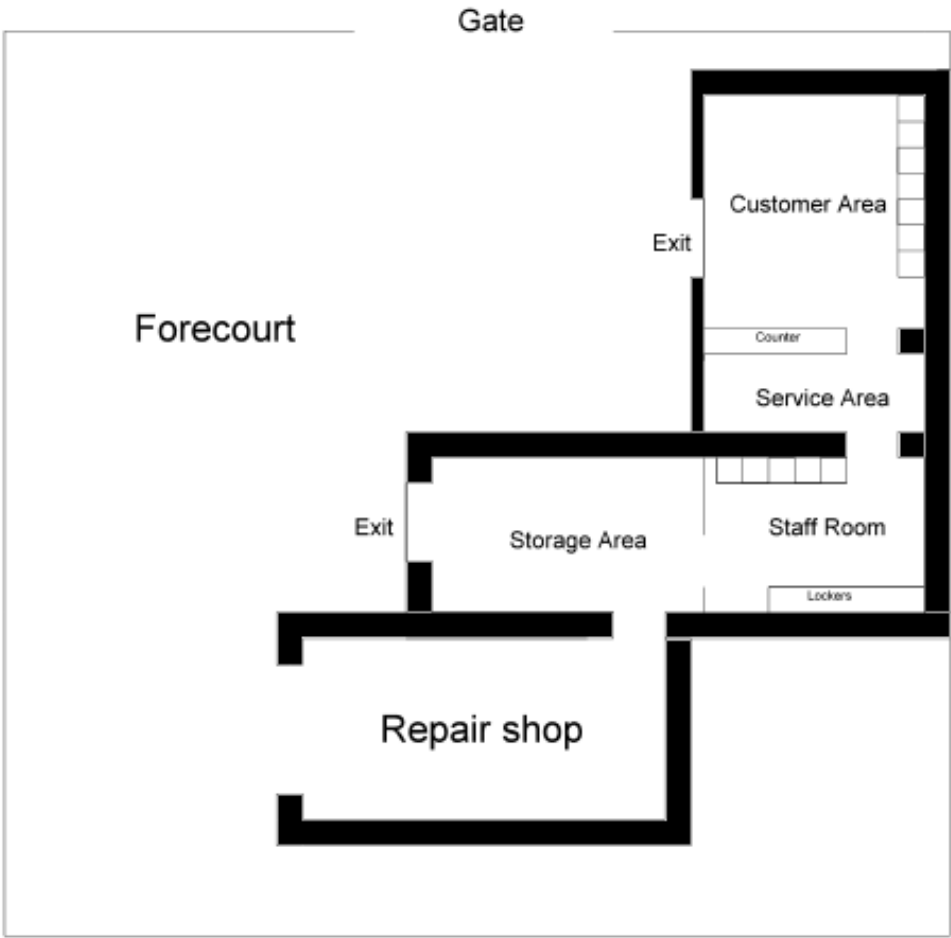
THE POLICE CAR

Police Cruiser or Ground Car

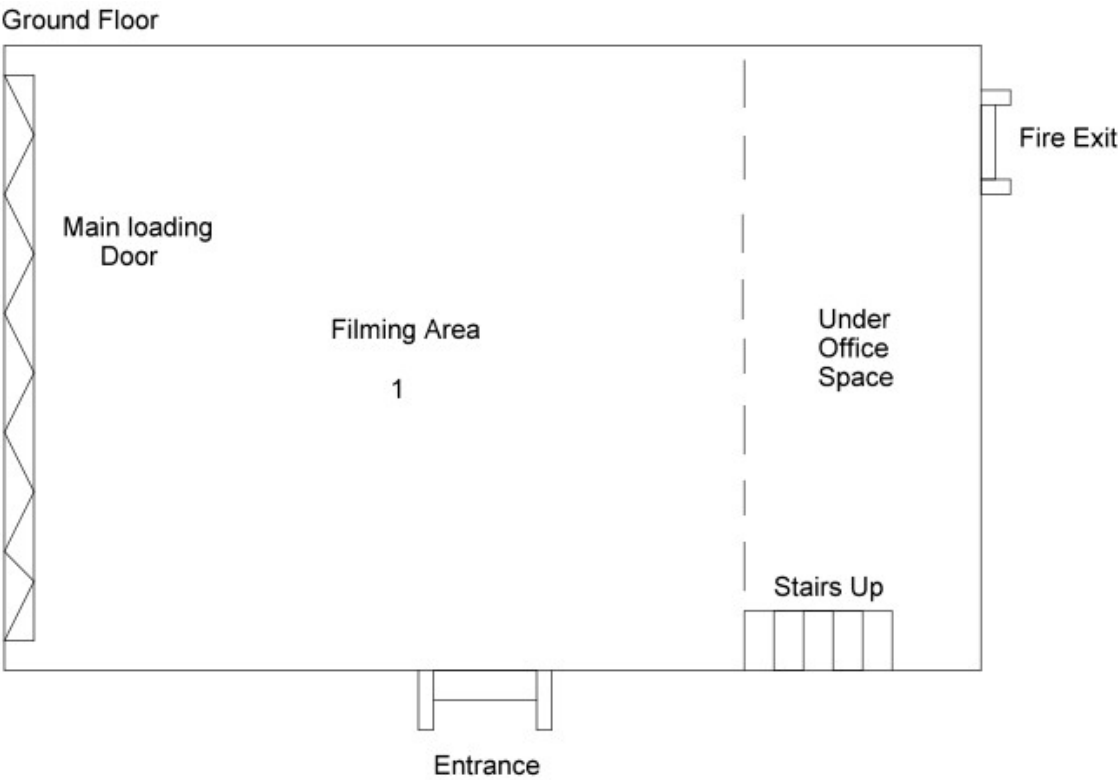
Length: 4.2 meters
Width: 2 meters
Weight: 1.3 Tons
Height: 1.5 meters
Range: 1000 km
Max Speed: 190 kph
Armour: 6 AP
Wind screens: 4 AP
Hit Points: 40

The police ground car is a Chrysler V15. It has lightly armoured frame and plexi glass screens. Colsec vehicle colours are a Traditional black and white colour. (They are often referred to by police and civilian alike as "Black and Whites") The car boot often contains cutting tools, medical supplies and spare equipment. Each car has an onboard computer and can access the trafcom system. The rear passenger area is a closed off cabin. It is separated internally by bulletproof plexiglass screen.

MAP 1: E-ZEE CAB



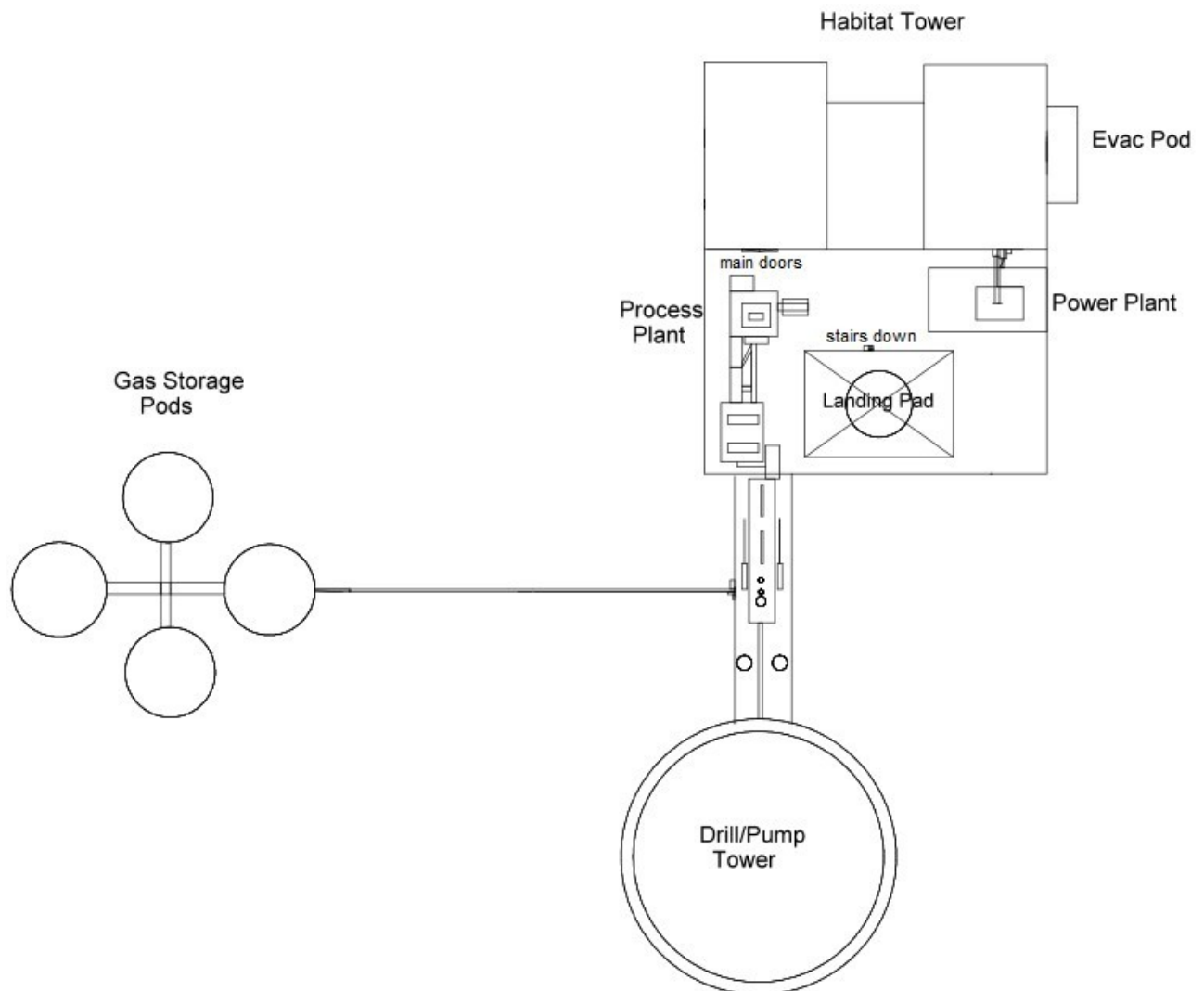
MAP 2: WAREHOUSE



Upper Level Offices



MAP 3: RAINBOW 8



DAMNATIO MEMORIAE

by Garry Cooper

This is the final game in the Dark Harvest Campaign and brings together several divergent factors. Namely: the rebel Yithians, the machinations of the inner circle of Koestlar, the Yith and the AI of Cold Tower part One/Two. There are in essence three parts to this game: the first begins with a strange encounter with an android, the next is a police investigation and finally, the last element is the end game out on the ice of Carlson's Hope.

"The dark surround of chaos that burns the foolish hopes of man."

Le Culte des Goules

"Prayer is the meaningless mutterings of the scared animal against the cold, uncaring minds that move majestic, and fell, between the stars."

The Necronomicon

INTRODUCTION

This is a potentially complex game and it is recommended that keepers read through the game at least once before running it. However, that said, this game is not written in a prescriptive manner, but in a style that hopefully allows maximum player choice.

KEEPERS INFORMATION 1

The story so far

If Falah was killed in DH04 'Convergence', then Koestlar is rocked to the core. The local and national UEF press are all over the story.

Taglius, if still alive, has taken over the running of the company and has suspended Alison Striker. Her career and ambitions are to be sacrificed to cover the Venetians tracks. (The Venetian also plans to fake her suicide to get her out of his way.)

Haldane, if he survived, will now be acting as the loyal bodyguard of Taglius. (Unless he is wanted for arrest, and in that case will be keeping a low profile.) The players may have change to catch up with him later in the game as he will accompany Taglius to the second AI site in part two.

Taglius has made contact with the AI and has allowed Koestlar to set up a gate between the Koestlar base near the cavern entrance and the massive chamber deep underground. Taglius is preparing the AI for the arrival of the Eyeless One, and its melding with the machine.

Koestlar has been busy preparing a camp near the treacherous caverns on the Northern Jonas Mountain Range. So far the existence of this camp has been kept secret.

KEEPERS INFORMATION 2

What is the AI

Machine? Known by the Brothers as the Devourer, the AI is part weapons factory for the Builders in the Void, but also a powerful weapon devised in secret. It is capable of shredding timelines and unraveling realities. If the melding is successful then the Eyeless One fires the weapon in an attempt to reverse the Yithians past failure with the Polyp invasion. (The Builders in the Void have a similar plan.) It is a very blunt scalpel and will alter history to the extent that the timeline will be completely altered and human civilisation may never have begun.

The Orthodox Yith have discovered the weapons existence and fears its use as they believe (rightly) that the device is unstable and unpredictable. However they also see it as an opportunity. (See later.)

Game Alternatives.

Alison Striker and her bodyguard may escape Taglius attempt to end her life. She will be desperate for help to get her off the planet, and may approach the players. Or pay Taverner (See DH02 'Cold Tower P1') to intercede with the players.

She has a lot of information about Koestlar and the Brothers. Though she is treacherous and will betray the players if it is useful for her to do so.

KEEPERS INFORMATION 3

So what's going on?

After the Yithians fled the polyps into the future, they began to re-order their world and take stock. However a growing group of dissenters were becoming discontent with the Yithians reactive survival policies. Tired of the flee rather than fight attitude they cited the Yithians mastery of time and argued that this was their best weapon not just for survival, but for the removal of any potential threats to themselves.

These heretics argued with impeccable Yithians logic that they must break with Yithians tradition and tenets and seek to actively alter the timeline to prevent the initial destruction of the earlier Pre polyp destruction of the Yith. However, perhaps tiring of the endless debates, the heretics decided to take matters into their own hands. The Heretics sought to act more aggressively and decided to alter the timeline so Yithians culture survived the polyp invasion.

They broke many traditions and taboos of Yithians society in their quest. They used some of the finest scientific minds, often forcibly, from across the universe to perfect weapons and knowledge. They directly manipulated other races to act as suitable "warriors" to fight the polyps and so forth. The other Yithians, fearing that a radical altering of the timeline may have unpredictable and potentially disastrous effects, took steps to prevent the Heretics in their quest.

However the heretics would not return to the fold. For the first time in millennia Yithians fought Yithians. It was not a civil war as humans would understand (the heretics were never big enough a faction to split Yithians culture apart) however it was aggressively fought with much destruction across several timelines.

This Yithians faction would often seek out an "enemy" Yithian who inhabited another body and neutralise them. Attacks were also made on Yithians in the past that would have influence in the Yithians present. Destructive weapons were employed, and even lesser civilizations used to further the heretics aims. However it was when the Heretics (perhaps in desperation) turned to the Forbidden Science to aid them in their losing battle that the orthodox Yithians sought to eradicate them from time itself. The heretics named themselves the Builders in the Void, for they hid in F-space, and made dark compacts to further their aims.

Eventually, however, most, but not all, of the heretics were destroyed or imprisoned by the orthodox Yith. Across time they were hunted to near extinction. Their ideology almost completely eradicated and the damage they had inflicted on the timeline largely removed. But some endured...

The Surviving Builders in the Void

Group 1:

The largest is hidden in a fold in F-Space. (From their point of view only a few decades have passed since the end of the war.) They are desperate and terrified of what their fate may be. However the events of Cold Tower part One and Two revealed to them a glimmer of hope. They had uncovered one of the planets that had been used to build a powerful weapon that could shred time itself.

They have been in orbit around the planet for some time now, analysing events from their cloaked ship. A semi organic monstrosity of pained flesh and decay.

The Builder in the Void now know the Eyeless One to be mad, and have no intention of following his leadership.

They plan to take over the Koestlar Camp, and assault the Caverns directly and attempt to meld one of their own into the machine. (Their plan of action is fully explored in Part Two below.)

Group 2:

In the closing moments of the war a senior commander of the Heretics had its mind sent reeling in time and space by a Yithian displacement weapon. Drifting through the timelines it passed by Earth; desperately seeking a mind to eject from its shell. It found a meditating Etruscan priest in the hills of Italy. Even in a weakened state the Yithian easily overcame the drug addled priests brain and took over the body. However the weapon did its damage and the Yithian was unable to leave the short lived ape it was trapped in.

This Yithian sought Forbidden Science ways of extending its live, making contact with Nyarlathotep, it made an unholy bargain. A bargain that preserved the human shell long beyond death. For immortality it must bring chaos, torment and death to humanity. However the old trickster has given the Eyeless One a cursed existence in a rotting, shriveled corpse. While the Yithian has kept its bargain it still seeks to be rid of the stinking shell of flesh it is trapped in. It hopes to transfer its mind into the massive machinery of the time weapon hidden deep in cavern.

KEEPERS INFORMATION 4

Koestlar

The inner cult behind Koestlar are unaware of the true nature of their master as they believe that he is some dark messiah that will bring them glory, immortality and power. The Eyeless one created the cult to survive. He cares little for the pathetic simians that scuttle around him begging favours to improve their inane little lives.

Events came to a head when Koestlar's discovered part the weapons factory buried on Carlson's Hope. (Hidden to all but the most senior Yithian Heretics and unknown to both groups of survivors.) With the discovery of the AI

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weapon the Eyeless One knows that he has a chance to get out of his corporeal and rotting prison.

The Eyeless One, in anticipation of his melding with the AI, also ordered the creation of Project Echo.

KEEPERS INFORMATION 5

Project Echo

A genetic program that Koestlar has rushed to completion over the last few months. The project is designed to create a new slave race that can operate the great machinery to its maximum effectiveness. These hybrids are to be plugged into the system, their brains acting as back up CPUs and processors. Koestlar have found that humans carrying the psychic gene, even if dormant, are the best to cross gene splice with another race they had long be aware existed in the bowels of the Steamer. Ghouls.



KEEPERS INFORMATION 6

The Orthodoxy of the Yith

The Orthodox Yithians have now also become aware of the plans of Koestlar and the hidden presence of the Builders in the Void. They too have a plan. They see the convergence of the two factions on one site as an opportunity not to be missed. They plan to allow both factions the opportunity to get to the AI chamber then spring their trap.

Essentially they will use the Yithian agent in the 5th gen android to infiltrate the camp and the chamber. She/it will then detonate a device that will destroy the AI and the chamber. A risky gamble, but if successful they will destroy the site, the Eyeless One and the Builders in the Void forever. They will then set about removing any memory of the Eyeless One and his creations from humanities history.

KEEPERS INFORMATION 7

The Players

The players have now had the misfortune of coming to the attention of the Yithian Orthodoxy. The Yithian have decided in their own alien way that the players have a part to play in their plans. Kirsten is to attempt to get them to aid in their mission. The AI chamber can keep out the Yithians, so they will need humans to complete the task.

KEEPERS INFORMATION 8

Running the Game

The game has three parts to it: the first part is the slow reveal as the players (hopefully) investigate the leads provided by Kirsten, the second part is the actual police investigation, which has elements of action in it, and the third is the final confrontation out on the ice of Carlson's Hope. While linked, all can be treated as separate games, and can be played out of sequence with varying degrees of difficulty.

However both initial elements are not vital to the overall game. A keeper, if they wish, can quite easily carve off either the police investigation or the encounter with Kirsten if it suits them.

THE GAME: PART ONE

Strange Encounters

This game begins with the arrival of Kirsten at the door of the players. Once she sees the player she will say:

"Hi my name is Kirsten, and I need your help."

What happens next depends very much on the player's reaction to her. If, for some reason, they use violence or force on her, she will defend herself. She is unarmed, but she is very fast and strong. If she is killed then the Yith will simply use someone else to get close to the players until they listen. (Anson, Mackie?)

Note: if the players are living in the administrative tower rather than the city, then it can be assumed that Kirsten has somehow managed to slip by security. If the players attempt to arrest the android, then it will not attempt to resist. It will generally try to appease and calm the player down by keeping its body movement small and speaking in a calming way.

Kirsten will ask to come in to speak to the players. If they refuse, she will not want to speak in a busy corridor/street, so will try to arrange a meeting in a quiet part of the docks.

The Yithian inhabiting the body is an experienced operative and has excellent communication skills when it comes to humans. It has a solid understanding of the 23rd century world, but every so often makes an error. Perhaps not understanding a popular culture reference or a particular phrase.

Note: If the players do kill Kirsten and have chance to analyze Kirsten's android brain they will find that the gen 5 brain has not recorded anything for nearly six months. Which is impossible for a fully functional android.

Speaking to Kirsten:

She will claim that she was sent by Dr Rothberg as the good Dr heard of their involvement in Cold Tower part One/Two and feels that they are fighting the same battle.

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Kirsten will provide all the information available to Dr Rothberg in the previous adventure, and (See Investigators Handout #1) she will also provide further information. She will give this information freely, though it's possible that the players may already know some of it.

Kirsten as a copy of the Book of Names stored in her head, and will download it for the player. This Forbidden Science tome has been edited by the Yith to only give useful information. The spells have been removed. However, they have translated it to English and have organised the book in a coherent manner to make it easier for the players to read. Much has also been edited by the Yith. (See Investigators Handout #2) Forbidden Science: +1%/+4%, Study times 72 hours.

Whether she reveals this information in small chunks or all at the once is up to the keeper.

Once Kirsten has completed this part of her mission, she will try to shake off the players. She will turn up again (or at least the Yith agent will.) in part two of this game.

What she will tell them:

- She will give a brief outline of the back-story of Dr Rothberg and her belief that there is a cult that has been sponsoring terrorist's activity across the UEF. (See Investigators Handout #1)
- The is cult is called the Brothers. It uses Koestlar as a cover. The Brothers are ancient and have been hiding in plain sight behind the company.
- They are led by three powerful men who call themselves the Guardians.
- They worship some strange figure called the Eyeless One.
- The Devourer is an ancient alien AI controlled weapon that has the power to destroy a planet.
- She will tell them that an outlying structure of the weapon was found by Rainbow 12. There is a rumour that they found traces of the AI and it was this AI that destroyed the rig. (See Cold Tower part one/two.)
- She will lie: and tell them that Rothberg uncovered evidence that the Huntingdon Expedition found something strange in the Jonas Mountains nearly eight years ago. The expedition was all but lost due to an ancient cavern collapsing deep under the surface of Carlson's Hope. Only three of the fifteen strong team survived.
- Koestlar has recently been researching the expedition and have done surveys around the caverns. They have established a large camp near entrance to the caverns. It looks like a military base. If asked how she knows this, she will say she has her sources and go no further.)
- Rothberg wanted to talk to one of the survivors here at Drakestown, but she was killed before

hand. Kirsten suspects Koestlar an assassin called Haldane.

- Rothberg thought the Expedition may have found the weapon or something of interest in the caverns.

Note: Kirsten will try to persuade the players to look into the Huntingdon expedition.

RESEARCH AND INVESTIGATION

A large part of this section of the game involves a lot of research. As this game begins immediately after the last this research period can be used by the keeper to create some breathing space for players to heal, repair sanity, etc. Or if that's not necessary it should overlap with the police investigation in the game section.

Researching the Brothers

The Brothers is too generic a term and the players will end up with a useless orgy of information.

However, if the players, in their searches, use phrases like Brothers/Koestlar they may come up with a few obscure references to a book called the spiders web. Written by a conspiracy lunatic called Lester Bells over a decade ago. It claims that Koestlar is really an ancient cult that that had infiltrated the original company and are seeking out some dark salvation out in space. He also claims that several senators of the UEF are involved but offers no names.

A search on his biography will find that the author was found dead as a result of alcohol abuse two years ago on Earth.

Researching the Huntingdon Expedition

See Investigators Handouts #3 & #4.

The expedition set off in the summer of 2365. The press releases are very effusive about Robert Huntingdon, the leader of the expedition. They all record the history of the caverns as an unexplored and mysterious place.

The expedition started well with a base camp established near the cavern mouth. Six days into exploring the caverns the base camp lost contact with 15 man team. Days later rescuers found three exhausted survivors making their way back up to the surface. One was completely mad.

They reported that they came across a large cavern that proved to be too unstable. It collapsed killing most of the team.

There have been some conspiracy theories that have been attracted to the fate of the expedition. The theories are: The expedition was...

1. Wiped out by the government as they found alien tech.

2. A military cover up because an alien spaceship crashed in the area.
3. A top secret Millisci experiment.

The players will be able to find generic information, about the expedition. Interviews with people, newspaper articles, etc but surprisingly the devastation of the expedition seemed to only linger in the media eye for a few days.

Any media contacts questions may have heard a rumour that the original reports were silenced by a gag order on the survivors and many of the media outlets. (But by whom.) This lack of official reporting has allowed the conspiracy theorist to go nuts.



CHASING THE DAMNED

Players can use the police database and general research to track down the following three survivors. Adam Creed, James Vaastra and Sarah Bretzenbach.

Basic info

If the players decide to investigate the survivors they, with the right research roles, will find the following information. All this information is available on the local internet systems and on police records.

James Vaastra: Was one of the lead geologists on the expedition. He currently holds a teaching post at the university. It is called The Drakestown Institute of Higher Learning. A little research will also show he is on retainer as a geological consultant with Koestlar from about six months ago. (Or just after the events of DH03 'Cold Tower part Two'.)

Adam Creed: Suffered a massive breakdown during the accident, currently in the Orchard District Health Institute. (An asylum) to see him. (See his section for more details.) Players will be asked to arrange an appointment to see him.

Sarah Bretzenbach: Was a student at the Drakestown University. She suffered a break down soon after the accident and never completed her course. Records indicate that soon after she developed a drug habit and was convicted of a string of petty crimes. She last surfaces on the system in 2370, when arrested for shoplifting. She was fined and then she vanished. Her "residence" is listed as being on level 4, Cape Heights, a derelict apartment block.

Speaking with the Survivors

The easiest NPC to get in contact with is James Vaastra. He will either arrange a meeting in the fashionable campus Café called the Retro club: (Chic pre ERC Drakestown look to it.) Or in his plushy appointed campus offices.

THE INVESTIGATION 1

James Vaastra

The former chief Geological surveyor on the expedition. A man in his mid fifties. White, tall with salt and pepper hair and moustaches. He gives off an air of confidence and is popular with his students as he is seen as approachable.

He has written several text books on his subject and is known to provide consultancy work for Koestlar Operations

He is happy to talk at length about the expedition. However he may question why the police are inquiring into it. His story will match the standard newspapers accounts.

If the players ask too many questions about the events in the cavern and seem to have doubts about his story, he will become more guarded and give very little away. If the players become aggressive or make an accusation, he will leave make a complaint to the university which in turn will complain (via high priced lawyers.) to ColSec.

What Vaastra will tell the players:

- Huntingdon told us he was interested in the caverns because he thought it was romantic.
- He offered the university a lot of money for the expedition.
- Huntingdon was a glory hound that took too many risks and ignored safety concerns.
- The expedition was sloppily run, with poor record and map keeping.
- The last day of the expedition, Huntingdon, against Vaastra's advice, wanted to drill for core samples in an unstable cavern. The cavern collapsed. Only Vaastra and two others escaped.
- He holds Huntingdon responsible for the deaths of the rest of the team.

What Vaastra isn't telling them:

The Huntingdon expedition came across the cavern where the Devourer lay dormant. Some kind of atomic defence system kicked in and he saw the massive machinery come alive. It quickly killed many of the expedition and took others prisoner, dragging them screaming into it tangled wired mess of the AI Chamber. The three barely escaped with their lives.

They never spoke of it to the press for fear of ridicule.

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A few months ago, Koestlar contacted him with a job offer. They have persuaded him (With a lot of money) to become involved with the next expedition into the caverns. He has also been indoctrinated into the cult. He has been corrupted with offers of sex from female members of the cult and lots of money.

If the players ask about his relationships with Koestlar, he will state that's its just business. Once the players have left, he will contact the Venetian and warn him.

THE INVESTIGATION 2

Adam Creed

Adam was driven insane by the horrors of the AI cavern. He has been placed in a secure part of Orchard district Mental health institute. This happened after he tore the ear off another patient for no apparent reason.

His psychiatrist is Cassandra Medell. A 48 year old woman with a caring and patient attitude. She will insist on being present at any discussion and will be curious about ColSecs involvement with her patient. She will try to get the players to arrange an appointment and they will see him in his cell as he feels safe their.

She will also ask for them to hand over any weapons that can be snatched from holsters, as Creed is potentially violent. There will always two warders standing in the corridor with stun batons in case Creed becomes agitated.

He has been allowed a soft pencil (made from paper and charcoal), and unlined paper as it calms him down. He writes and draws gibberish almost constantly. If players had the book owned by Curran in DH01 'War wounds', they will recognise the strange glyphs and images as the same type if they look at it.

Creed appears very calm and rational in conversation, though he can flip to psychotic hatred and back to calmness in a second.

What Creed knows:

- Creed will give the information in Investigators Handout #3
- Creed will insist the players look at his "masterpiece."

KEEPERS INFORMATION 9

Creed's Masterpiece

This is one hundred pages of images hand drawn by Creed. Creed is very protective of it and will become violent if the players try to take it away from him. Though he will happily show it to the players if they ask. They will need to use persuade, fast talk or just good role-playing may encourage him to shyly explain their meaning.

Note: The players could easily arrange for a hand scanner from the admin offices of the hospital to take a copy of the book.

Impious Tome

The Book of a Hundred Pages:

Forbidden Science: 1%

Spells: 0

Study time: 1 hour.

The one hundred pages are a mixture of surreal landscapes, odd cyclopean buildings and weird writing. Strange cone like creatures with tentacle like appendages are very commonly depicted. (The Yith)

Other Images:

Some of the images are shocking as it depicts humans in odd distorted and gruesome poses. One depicts human heads with a swarm of strange looking bugs poring out of their screaming mouths.

The last depicts an underground cavern of immense size with strange organic machinery with the components are made up of screaming human faces.

If the players have not persuaded Creed to explain the meaning of the book, it seems to tell a story about a strange race that fled some horror (the polyp invasion) into weird bug like creatures far into the future. However some did not agree and wanted to change time itself so it never happened. There was a war between the two factions, and those that sought to change history were defeated. One was flung to earth. The others went into hiding.

They are awake again and are seeking some strange dark machine under the ground.

The last slide is a twisted withered corpse with no eyes in the machine, around him the system of Carlson's Hope is consumed in fire. This is the Eyeless One and what will happen if he is linked to the machine.

THE INVESTIGATION 3

Sarah Breteynbach

This woman is now listed as missing. She was a young research student from the university who volunteered to take part in the mission. She was haunted by the horrors of what she witnessed in the cavern.

Her university record shows that she returned to studying Xenogeology, six months after a long recovery spell in the local hospital. Her academic records slump dramatically after the expedition and she is expelled for unruly conduct in class. (The reason is not given.)

Her name blips up on police records over the next few years. Mostly for petty drink/drug offences and theft. Failure to attend rehabilitation counselling and finally one odd case of attempting to drive a car through the Koestlar Dome checkpoint nearly 3 months ago.

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The police report cites she was blaming Koestlar for "Awaking the harvest."

She was not convicted of any crime but was taken into the Orchard Quarter Mental Health Assessment and treatment Centre for an assessment.

Her Mental Health Report cites that she was suffering from post traumatic stress and had fixated on Koestlar as her rational for all the ills in her life. She was delusional but not violent. She was realised six weeks later with medication and weekly counselling appointments that she never attended. She vanished from the records nearly a month ago and no one has missed her since.

Her landlord has since sold all of her possessions to pay for rent arrears.

KEEPERS INFORMATION 10

What happened to her?

Koestlar had had her removed as a nuisance and possible security threat as soon as she was released. She was picked up for Project Echo and she has been altered with the ghoul gene. However she escaped a few nights ago with another mutant. (McIntyre) both mutants are hiding out in her old derelict apartment block.



THE INVESTIGATION 4

Going to Bretyenbach's Accommodation [Map 1]

If the players decide to go to the accommodation, it is now an old derelict accommodation block that is been listed for rebuilding. It is in Grangetown on level 4, a rough area. Gangs of youths patrol the streets and (Keepers discretion.) may harass or follow the players to see what they are doing. Lighting is poor and rats can be seen fairly regularly.

If the players try contact the landlord, a one Arnold Gollistun, a short fat ugly man with an either uglier personality, he will tell them that the locals think the place is haunted and no one seems to stay their long. He's had complaints of strange noise and odd smells. He has let it fall into decay over the years and the place is nearly derelict.

Her flat can be on the first floor of the Chester accommodation block. It is derelict, run down and covered in filth and graffiti. There is no power and they will need torches to move about. Players may notice that apart from rats, no gangs or transients have moved in. An odd thing indeed.

Bizarre graffiti also covers the walls, stars and triangles with eyes that seem to follow the players, odd scrawls and stick figure shapes that appear to be worshipping strange shapes and patterns. Across one wall someone has written in excrement and blood (Rat blood, human excrement.) the following:

Naig Nar Oluth Yog Sogoth.

The Harvest has begun.

Bretyenbach's flat

1: Living Area

Scruffy, full of rubbish, and stinks of a damp rotted smell.

Spot Hidden: Amongst the rubbish strewn floor a player may notice an oddly shaped footprint in the collected dust and dirt. They are small adult human sized, with four small toe prints.

Spot hidden: In a dark corner of the room, can be seen four long scratch marks. 3cm apart, 15cm long. (And if the players measure it.) 4 cm deep. It has cut into the plaster covered concrete wall like a knife through butter.

2: Kitchen

The kitchen is a wasteland of old food, insect and rat spoor. Old food boxes. The stench is strong here. An old freezer stands in a corner. If the players open, it is full of the half chewed corpses of several rats and cats. The stench is overpowering.

3: Bedroom, en suite

The room is torn apart, blood splatter is everywhere and circular arterial spurt patterns cover the ceilings. The room is full of dead rat carcasses and flies are everywhere. The blood is spattered across the walls in muddy black stains. Feces scatter the floor.

The bed has been turned on its side and rammed up against the far corner of the wall. A hole has been torn through the wall behind the mini bed barricade, exposing the service pipes and tunnels inside the block.

This is the route taken by Bretyenbach into the steamer.

Following the Route: Players may decide to enter the tunnel. If so, they will be confronted by a myriad of tunnels and pipes. It is a labyrinth that could lead to any part of the block and even into the sewer. Players are likely to get lost if they just enter it casually.

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However, with sensors, or just good old fashioned spot hidden, they may be able to trace an organic signal back to a narrow corridor where a small space can be found. This is the main den of the two hybrids and the stench is disgusting. The players may encounter either of the hybrids here. Though, if the Rayther murder has yet to happen, McIntyre is not present. See Stats section for further notes.

KEEPERS INFORMATION 11

What Next?

Players may decide to lay in, wait at the house. If so, Sarah will turn up out of the hole at around 3 am in the morning with a dead rat in her mouth. If the players are in the room, she may sense a trap.

She is heavily mutated and semi feral. She will try to kill the players if they trap or attack her.

Using Surveillance cameras: if the players set up Surveillance, they will see her arrive at three. Sniff around her room suspiciously and then flee back into the tunnels.



Capturing Her:

This will be difficult and bloody. She is cunning and vicious and has a good change of spotting any traps. She will fight to the death if necessary. If they capture her, she will be inarticulate and insane. She will not respond to the players positively.

Note: If players report this officially, then Millisci may get involved. They will confiscate the corpse/creature and take the players away for “questioning.”

Killing the Creature:

The players have a corpse of what appears to be some feral semi human creature. If they report it, they will encounter Millisci. If they hide, they will have to find a way to dispose of the body.

The players may attempt an autopsy if they have the right skills or contacts. They may find the following:

- This is Sarah as her DNA matches.
- The DNA is distorted and matches traces of the one found in the Sister of Repentance, but is NOT the same person.

- The DNA has been spliced with some unknown DNA strand that is similar to human but not quite.
- Her muscles and skeleton structure have changes and this has been slowly killing her.
- Her brain has been altered and her nervous system is... alien.

THE INVESTIGATION 5

The players still have a job to do, and at some point, if they have taken the Huntingdon bait or not, they will be called in and assigned another job by Anson at around 3.0 clock in the morning. ColSec is shorthanded so they may be woken from their sleep by the ringing of the comms system.

They will be sent down to the Steamer. The Sisters of Repentance have reported a robbery/murder in their hospital 20 minutes ago. A patient has been murdered and some drugs have been stolen. Anson, with his usual gruff manner, has ordered the players to go and sort it out. Uniform have secured the scene.

Known Facts: Anson can provide the following information.

- Sisters of Repentance (Appeared in DH04 ‘Convergence’.) is a charitable Catholic organisation that helps the homeless of the steamer. Run by nuns. The head: Magista Mayada Singh.
- There is one body. A homeless man living at the refuge. He appears to have had his throat cut.
- The sisters have already reported four incidents of break in and drug thefts over the last 6 weeks.

Getting There

They will be able to drive along the circular for most of the way, but as they come down to the last level they will have to park their ground car near one of the tunnel like entrances of the steamer shafts. Luckily the Hospital is not deep inside the steamer and the players can walk through the dark service tunnels, populated by the human debris of Drakestown with relatively ease.

There is always a simmering resentment for police in this part of Drakestown, but unless the keeper thinks their particular game needs a little more action they are unlikely to be attacked by any of the small time gangs that roam the area.

The Sister of Repentance have reported some strange activity around their church. They have had some drugs stolen and feel that they have being harassed by some unknown for a week.

KEEPERS INFORMATION 12

What happened?

To help deal with the pain, George McIntyre, the hybrid, has broken into the refuge several times to steal pain killers. Unfortunately this time, he was disturbed by the victim.

THE INVESTIGATION 6

The Sisters of Repentance [Map 2]

The Crime Scene

This is dark and poorly lit room. The walls are covered with metal racks full of drugs. The door, a simple light door with a sturdy lock has been smashed in.

The floor is littered with broken medicine bottles and pills and liquid medicine is spilled all over the floor missing with the blood of the dead man laying in his scruffy clothes: face upwards. He has a look of terror on his face and his eyes bulge out. His chest and neck have been torn out, exposing cracked and smashed ribs that stick out like dagger points.

The dead man, Steffen Emmott, is 66 year old. A man with a long history of petty crime and assault. He has done time and has been homeless for nearly six years. (There are no significant leads from this man; he was just unlucky enough to disturb the hybrid.)

Exploring the scene: there are a lot of fingerprints in the room. However there is one bloody fingerprint around the neck of the dead man.

Spot Hidden: The Finger Print belongs to George McIntyre, an ex Koestlar employer that worked on Rainbow 12. He was laid off during the initial accident, and records state he left the colony on a Koestlar transporter nearly 3 months ago.

Koestlar will deny any knowledge of this mans existence, and if the players push it, they will get a conversation with Taglius who will invite them to a posh restaurant and suggest that they are mistaken in their hatred of Koestlar and that they should perhaps concentrate on finding the killer rather than attributing blame to them. He will be flanked by four security guards and two psychics.

Another Oddity: The victim's blood is mixed with the DNA of some thing weird. Running it through the normal channels will only reveal that it is a mix of human and some unknown DNA.

What was stolen?

- Proxipillithon has been stolen, a high grade pain killer.

- Asperphearon: A blood cleaner, used for those with heart conditions and high cholesterol levels.

Other Information:

- There has been a spat of wild animal attacks, maybe rogue dogs around the area of the shop.
- Some of the local transients have claimed that some areas of the steamer have become "haunted" and that some of their friends have vanished.

Information from the Sisters:

- The robbery happend after midnight as they had locked up for the night at twelve and nothing was wrong then.
- They were woken by the screaming and the crashing. They saw the smashed front door and the door to the medical room.
- Sisters Angela Roberts was the first to see the body.
- They have been robbed three times over the last six weeks.
- Only one person saw the thief on the first night, he was Michael, or Crazy Man Michael has he's called. He hangs out in the Dream Shack a hole in the wall drug den.
- Though the sisters think his observations are unreliable and a little wild. "He spoke about some "man animal."

Questioning the locals:

Most locals are scared of the police and players may have to persuade, or fast talk locals into helping them. Of course bribes of money, food or tobacco help.

Most locals will give the following information:

- A lot of strange things happen in the steamer. There s a lot of crazy people here.
- People sometimes go missing.
- Some people talk about the ghost dogs that can be heard barking and snuffling in the dark.

THE INVESTIGATION 7

Going to the Dream Shack

Run by Melissa Korolevski: A young and cynical businesswoman from Russia. The place is a glorified drug den with a bar and some pole dancers. She has a team of six lightly armed thugs available in case of trouble. (They are armed with 5mm pistols and baseball

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bats.) See generic goons in the stats section if stats are needed.

They will not be helpful. However, with the right incentives/threats she may show them the strange figure hunched over a table in a dingy corner of the bar.

Crazy Michael is an unusual witness. A short gabbling man with lank dark hair and a drink problem. He was wondering the corridors of the Sister of Repentance when he saw the creature smash its way out of the medicine storage room. It took one look at him, snarled a bloody growl and run out of the building.

Getting him to talk is easy; getting him to stay on topic is the trick. If the players look at him, they may see traces of tattoos on him. One is the Millisci logo, the other the psychic omega and several five pointed stars with eyes on them over his body. (He is ex Millisci but will not talk to the players about it.)

He is likely to say any of the following:

- Cops are fucking useless, only come round here when someone's dead.
- The whisperer in the darkness bound him to the body.
- Well, there were them kids that went missing a while back. (Referring to the events of DH04 'convergence'.) Just cause them old brothers wanted one of their bosses dead.
- There are ants in my head!!! Bugs spewing out of my mouth.
- They found it on the rainbow. Tore into the crust, they did. Woke up the sleeping dragon. Woke the devourer.
- They are here, the builders in the void. They're here looking for the devourer of time. But some of their own don't want them to get it, oh no!!
- Into the bear trap we will go!! The devourer will come and strip us out of the universe.
- They plan to reap the dark Harvest. To mow down the crop.

About the man he saw:

- It was a doggie man, all sharp teeth and snarling.
- Blood all over it. Hungry fella.
- Didn't want to take a bite of me. Smelt the insects that lived in my head.
- It wanted drugs to fix the pain.
- The Brothers made him for the machine out in the ice.

The Rant:

If they keep questioning him, Michael will slide onto his favourite topic.

THEM: in this case Milisci and he will start to shout about the evils of Milisci and all the sins they have committed under the sight of god, etc. He will eventually start to foam at the mouth and suffer an epileptic fit. He will eventually pass out and remain in a coma for the duration of the game.

THE SECOND MURDER

A few hours later, another gruesome murder occurs in the steamer. This time, it is a small family living in one of the shanty towns of metal lean to and temporary "accommodation" that have sprung up inside the old water tanks. These tanks were decommissioned years ago as Drakestown water reclamation became more sophisticated and integrated into the planets own water supplies. They are vast, empty chambers that have quickly filled up with "shanties." These "shanties" are almost small communities in them selves and are rife with crime, disease and poverty.

Rumour of the murder has already spread like wildfire and the residents are becoming angry and scared. A lot of people believe the police aren't doing enough. Many are now milling around and some of the gangs are planning trouble...

The Victims

The Rayther family: Father, mother and one son. (11 years) They lived in a lean-to shack where they cut out a rough existence. The shack is deep in the steamer and the players will have to walk through this shanty down to get there. Due to increasing tensions, Anson as ordered an escort of six uniform and three are already on site guarding the crime scene. SOCO have arrived and have been on site for half an hour before the Players were notified.



THE INVESTIGATION 8

The Crime Scene [Map 3]

The Murder took place in the early hours of the morning. (5 am) The police were contacted but it took dispatch 40 minutes to get some one down to the steamer. When the

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police arrived, they found the dead family. The poor response time is another cause of anger with the locals.

The Lean-To

The lean to is a tin and plastic shack with no windows and one door. It is surrounded by the cramp quarters of other buildings of the same type.

1: Living Space

The living space is cramped, squalid and scruffy. The area is covered in blood and human remains. Bloody handprints smear the walls and the cheap broken furniture tell a story of a brutal but fruitless fight for survival. The holo corpses are blacked out, indicating the heavily mutilated nature of the bodies.

Spot Hidden: Scratch marks on the walls and floor. Similar in size and dimension to the ones in Bretyenbach's Flat.

Spot Hidden: amongst the blood of the victims can be seen the bloody footprints of some strange animal like creature. The footprints look human in shape, but has four toes with claws.

Spot Hidden: On the floor is a bloody handprint. The fingers are 1cm longer than the average mans. Prints can be taken from it.

The Victims:

- A) Stu Rayther – 40: a low life rent a thug with a criminal record that covers such crimes as robbery, arson and assault.
- B) Margret Rayther – 35: A has a record for soliciting money for sex. And cautioned for drug offences.
- C) Peter Rayther. – 11: No record. Not even a school one...

2: Sleeping area

The family slept in here. One old mattress and a single for the boy. Over 200 Eurodollars can be found in the pillowcase of the parents "bed."

3: Bathroom

A small dark, cramped room with a large hole in the ground that passes as the loo. The loo is covered with blood and was the exit and entrance of hybrid Ghoul. Players with strong stomachs that follow the tunnels will be faced with the labyrinth of tunnel and ducts that lead no where.

Getting the Facts

The locals are not very helpful and will be hostile to the police, but players with good role-playing, or skill roles, may be able to glean the following information.

Neighbors:

- The Neighbors heard the screaming and the shouting.
- It happened very quickly.
- Some people tried to get in but the doors were jammed.

- They heard a snarling noise. Like an animal.
- No one saw the assailant.
- The family had been living in the steamer for four years.
- The father had a job. Working security.
- The kid was a good kid. No trouble.
- The mother turned tricks to make extra money. The father knew.
- Stu worked with a guy called, Malcolm Packard. They worked together doing some security work.

If the players ask about Malcolm Packard:

- A rough man with a string of convictions. (If checked out by players they are mostly 3rd and 4th degree assault charges.)
- He can be found drinking at the Dream Shack. (See above.)
- He lives in the steamer. (See Investigation #10, finding Malcolm.)

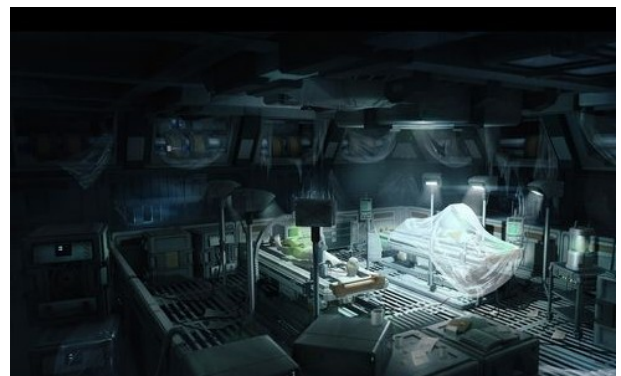
THE INVESTIGATION 9

Autopsy Report

It will take 5 hours for the report to be completed and handed to the players. (This report will be similar to the victim in the Sisters of Repentance.)

The bodies were eviscerated with what appears to be claws. Traces of thick nail like material was found in the wounds. There are bite marks that indicate a larger than average human mouth with teeth arrangement closer to a dog than a human. (Large canines and a slight angler shape to the mouth.)

Over 7kg of flesh is missing from the bodies. All from the "meaty" parts of the body like the thighs, chest etc. (Signs of being bitten off.)



DNA Report

The Autopsy will also reveal that assailants DNA in traces of the assailant saliva. The DNA is odd. It reflects a human DNA but papers to have another unknown DNA code mapped over the original.

Handprints database

The Prints come from a man called George McIntyre. (see above.)

THE INVESTIGATION 10

Finding Malcolm

Malcolm can be found in one of two places. His "flat" is a squalid little hole hacked into the substructure of Drakestown. This can be gleaned from some locals with good roleplaying, bribery or skill rolls, or the Dream Shack.

Speaking to Malcolm

Malcolm is a bully. A small man with dreams of making it big. He has earned a reputation as a hard man, but in truth this has been through picking his victims with care. He can be easily intimidated or bribed by big scary police officers. Though if bribed, he may attempt to lie to the players. If, frankly, the players give a good beating he will be a lot more co-operative as he is a coward at heart.

He will be shocked to learn that his friend is dead. And will look even more edgy. He has felt that he is being watched for a few days now.

What Malcolm will tell them:

- His job is to guard the entrances of building deep in the steamer.
- He doesn't know its purpose, as it is a black building with no windows and just one door.
- His job is to stop metal scavengers and criminals from trying to break in.
- He has never seen anyone come in or out. Except for one man calling himself Smith. He hired them and pays them in cash. (200 E\$'s a month)
- They give him a pistol and a uniform, but they are not let inside the building.
- He doesn't know who or what they do there. However, he knows that sometimes they hear weird noises. Like snarling and shouting.
- Frankly he's been thinking of quieting because of the noises.
- He also feels he's being followed. Also that something is after him. He is sure he's seen things at the corner of his eyes. And he has had trouble sleeping. He will give them directions to the site of the black building, but will have to be forced to psychically take them there.

THE SECRET KOESTLAR LAB

The building is in fact a laboratory where Koestlar has been secretly breeding hybrids for Project Echo. They have placed the lab deep in the Stem as they want Koestlar to be in clear if anything goes wrong, and it is near their supply of subjects.

At the moment, the lab is being shut down as most of the hybrids needed have already been shipped to the camp. Project Echo is completed. So the players will find half packed boxes and equipment all the way through the lab, and the security detail has been halved. They were going to kill the rest of the hybrids in the next few days.

Getting to the lab

The lab is located deep in the bowels of the steamer. Players will have to walk there as the corridors are narrow and winding. If the riot is underway, then the players will have to get through the mob before they get to the steamer. The lab was built next to the core of the steamer and the area around it is humid and hot.

Whether the players arrive in stealth, as a small team or with a full armed response unit will affect the next part of the game. If the players go for an all out assault, then they will have some resistance from the hired thugs that patrol the outside. (8 at any given time.) But be faced with heavier and more determined resistance from the Koestlar guards, reinforcements may also come from the gate, or they may simply hold the area giving the Koestlar staff time to evac.

Options: Rat Riot.

During the investigation, keepers may want the steamer to erupt in a riot. This can be caused by a minor gang incident. The locals being angry at the police or by an event such as a ColSec officer arresting/or beating up a steamer resident. The rioting will cause a lock down of the steamer where the LCC will order it sealed off. Riot police will then enter the steamer to tackle the rioters. It could get very messy for any player found in the steamer.

The riot will last for three days. Millions of E\$ of damage are caused and over 45 citizens killed. 4 cops are killed and 30 injured.

Lab team

- 4 admin. 1 manager.
- Medical: 3 (Genetic Engineers.), 4 nurses.
- Security: 10 man Koestlar team. (Fully armed and armored, but with no Koestlar Logo.)

Set Piece: Break Out

At some point in the lab, (When it best suits the Keeper.) the ghoul hybrids that have not been shipped to the camp already, will break out. If the two hybrids are still at large, it was them that were responsible by tunneling up

into the non secured section of the flooring and sneaking into the cells. If they are both dead, then the Ghouls are simply lucky and catch the guards unaware.

THE INVESTIGATION 11

The Compound: [Map 4]

A 4m electrified gate surrounds the compound. The gate is chain and can be easily cut. However, if the gate is fully operational it can give a 1d6 HP shock for every round of contact.

Gate

The gate is single metal gate that swings inwards. AP: 10, HP: 20. It is 3m in height and topped with barbed wire. 4 guards sit on camp chairs on the other side, smoking cigarettes and looking bored. None of the guards are wearing armour or carrying anything more heavy than a 5mm pistol with some spare clips.

The compound is then patrolled regularly by the remaining four goons in teams of two.

The Front Door

Security locked with an electronic code system. There is a camera in the door that allows those inside to see who is standing by the door. An armed Koestlar security guard stands in area 1 at all times. If there is any trouble he will radio for backup. AP: 10, HP: 20.

1: Security Checkpoint

An intentionally bland room with nothing in it other than an armed guard. There is a camera in the far wall that monitors the room. It feeds to the security office.

The exit is another armoured door. AP: 10, HP: 20.

2: Security area

Here, three security guards can be found. They will respond to any alarm and backup any other guard if there is trouble.

In this room is a bank of video screens, some lockers and a small armoury that is dead electronically locked and bolted to the wall. (-15%) to unlock. AP: 10, HP: 35. Doing more than 15 points of damage to the locker will risk a 10% chance of damaging some of the items inside for every 5 hit points taken. (I only told you to blow the bloody doors off!)

Inside the armoury locker:

- x4 He Grenades.
- x3 tactical assault Rifles.
- x2 combat shotguns.
- x5 10 mm pistols.
- x5 sets of body armour. AP 8.
- enough ammo for at least x 3 clips per weapon.

3: Administrative area

Large open plan office with the usual equipment that can be found in 23rd century offices. If the players are breaking in between 8.30 to 4.0 clock, then there will be the admin team present. If the players are in after hours, then there is a 20% chance of 1d3 Koestlar administrators working late. If there has been gunfire in the near vicinity, they will be found cowering under the desks.

What they know:

- They know about project Echo.
- They do not know about the devourer, Brothers, or the Eyeless One.
- They do know that some hybrids escaped.
- They think the ghouls are aliens.
- They know that project Echo has finished and that the "cargo" has been shipped out, but do not know where to.
- If asked, they will explain that they travelled to the lab via a gate in the Koestlar dome. Some kind of secret technology they believe.

4: Office storage

A rather boring room full of now empty filing cabinets and half packed boxes.

5: Medical Supply Room

This room has row upon row of pristine and well lit racks of medical equipment and drugs. Any one with a medical background can make a know role (or a medical skill) to identify the equipment and drugs common to genetic studies.

6: Medical Staff area

Now empty. But the staff area. Full of lockers and the general clutter of the average workplace: Pictures drawn by children stuck on lockers.

7: Laboratory

This is the room of horrors. Dissected ghouls and class case full of failed experiments. SAN loss: 1/1d6. In this room can be found Dr Adam Joshua working, or hiding.

Dr Joshua:

A sparse, thin man over 1.80m. He has an angular wolfish face and pitiless blue eyes. He is a cold man capable of any atrocity for the sake of science. He is a member of the Brothers and is fully aware of the purpose of Project Echo. If captured, he will need to be watched closely as he will attempt to escape at every opportunity.

If the players capture Joshua, he is not tough however and can be coerced to give the following information. Though players will have to be direct with their questions, as he will not give the information easily, nor will he always tell the truth he can get away with it.

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- The humans were crossed with the creatures found living in the lower steamer.
- They are not aliens but some kind of ancient species that came with humanity to the stars.
- The creatures were only suitable when they were mixed with humans with the psychic gene. (Even if Dormant)
- They hacked into the records of organisations like the Sisters of Repentance and the hospices that work with the people of the steamer to track those with the gene.
- The Brotherhood needed them to replace the slave race that once powered the machine.
- Some ancient war killed them all.
- The only needed ten. 20 have been sent.
- The Venetian ordered the closing down of the lab.
- He knows the Venetian is Taglius.
- He knows that the Eyeless One is here and is being moved to the camp by the caverns.
- He also knows that the Eyeless One seeks to place its mind into the Devourer to free itself from its prison of flesh.

If asked how did they transport them unnoticed through the steamer, Joshua will clam up and the players will have to find a way to persuade him to talk. If they do, then he will tell them it was through the gate room. (If they take Joshua with them, he will take them through his gate, but then try to get them to walk to the gate that takes them to the secure facilities inside the Koestlar dome.)

If he is killed before the players get to question him, this information can also be gleaned from the manger of the site, and Dr Joshua's journals in the lab.

8: Breeding Pens

In this room can be found the steel cages that hold the remaining hybrids and the captured ghouls used for their DNA.

Present:

- x5 ghouls. If freed they will work with the hybrids long enough to escape then turn on them.
- x4 human hybrids. These ones have matured too late and have been left behind.
- x2 Security Guards. These sit behind the monitoring council and can issue a lock down from this room.

If the players arrive just before the ghouls breakout, then they will see the hole being torn through the non reinforced part of the room and the two escaped hybrids attacking and overpowering the surprised guards. They will then attempt to open the cages via the control panel.

Options: Cruel keepers may have had one of the NPC guards react by ordering a lockdown. An effective deadbolt that cuts all power and locks the massive exits. Everyone is trapped inside with the ghouls and the hybrids.

The only way out is the gate room.

9: The Gate Room

The gate room is a rough shaped room. A single guard stand by the gate. A rough semi circle of twisted wires and flashing lights that stands about a man's height against the wall. No source of power can be seen, however, it gives off a deep thrumming and the hairs on the back of the neck prickle.

Touching, even with an object, will activate the gate and suck the player in. It takes them to the gate conduit. (1MP)



Gate Conduit

This is powerful piece of Forbidden Science in operation. Ostensibly a circular shaped room that exist in its own reality. It acts a conduit for more than one gate to be connected to a point in space and time. This gives the caster a way to link several gates at one point.

Inside the conduit the walls are black marble with the cosmos, appearing to make up the patterns in the marble. Close inspections will make out the flash of a comet as it shots by.

There are three gates here. All shimmering black portals into apparent nothing. The Conduit has been designed to power down in 48 hours if they are not 'recharged' with a small ceremony. It takes four mp per gate use.

Gate I: Koestlar Dome (1 MP)

This gate takes the players to the Brotherhoods head quarters in Drakestown. The room they enter in is heavily guarded with Koestlar thugs.

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Gate II: The Koestlar Camp (2 MP)

This is the gate that leads to the Koestlar camp near the AI caverns. They will arrive in a secure room: marked as GB1 on Map 6. (GB = Gate building.) See Koestlar Expedition Camp for further details.

Note: While there is a gate from the camp to the AI chamber in the caverns it is not connected to the Gate Conduit. This has been done to keep the conduit secure.

Gate III: The Project Echo Lab.

This is this gate to the Project Echo Lab.

END OF PART ONE

The players have now Reached the end of this part of the game. And are faced with some choices. If they Choose to go through the gate, then they may find themselves at either the Koestlar Dome or the Camp. If they do Neither they will still need to get out of the labs and the steamer.



THE GAME: PART TWO

The next stage of this game takes place out on the surface of Carlson's Hope and finally under its surface at in the very lowest caverns of the Jonas Mountains.

The Koestlar camp is situated on the same location of the original Huntingdon expedition camp in a small narrow valley deep in the tall Jonas Mountains.

The cavern entrance is 700 metres north of the camp, but there are no signs that Koestlar has even cleared a road to this large black maw in the snowy mountains. Koestlar have no need to journey for days through the treacherous caverns, for the AI has set a gate for them. This gate is situated both in the caverns and in GB2 (Gate building 2 of Map 6.)

This is the concluding part of this adventure and the Dark Harvest campaign. There is no set ending to this game, as much will depend on player action.

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Kirsten

If Kirsten, or the Yithain operative in another form, is not present with the players then she will have stolen an STV and flown out to site. She landed the vehicle 3 km from the camp and walked the rest of the way.

She will be at hiding at on the outskirts of camp waiting for the players to turn up. She seeks to use them to help her get into the AI. (See Kirsten's Plan for more details.) She will be wearing snow camouflaged combats and body armour. She will attempt to make contact with the players when they arrive. She has monitored the movement of the guards and can be useful in planning a stealth entrance.

If the players arrive via the gate, then she will have sneaked into the camp and stolen a security guard uniform and "bump" into the players. (the Yith will insure she is in the right place.)

KEEPERS INFORMATION 14

Potential Sticking points

The players may have simply refused to go out to the camp. To resolve this, they may get called up to check out the mayday to Koestlar, intercepted by the police as the camp is attacked by the rogue marines. Or perhaps a STV pilot flew over the camp and saw the gunfire and reported it to the police. Anson may send out an armed response team with a lot of hardware to see what's going on.

Or evil Keepers may let the players reap the rewards of doing nothing: Simply take one of the Weapon Activated options and explain the results to the players.

If the players have somehow completely missed all the clues to the Koestlar camp and its location near the caverns, then they may be contacted by Kirsten who will try to get the players to go. She will also arrange a STV with her as a pilot.

KEEPERS INFORMATION 15

The plans unfold

Koestlar's Plan

- The Brothers have set up a camp near the mouth of the cavern. They have opened a gate from the camp to the AI chamber. They have made contact with AI and have set about plugging in the Hybrid Humans to make the device more efficient.

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- The last of the Hybrids were delivered the night before the players arrive at the camp.
- The Eyeless One has been moved to the AI chamber and is being prepared for his melding with the machine.
- Koestlar are preparing for the switching on of the Devourer and the camp is a buzz of activity and expectation.
- They are on high alert but are not expecting an attack. (Unless the players have done something to alter this.)
- The Eyeless One has created a device that has been connected with the inner chamber. It prevents any Yithian mind (Including the Builders.) from jumping into the area, or leaving. (The Eyeless One was already inside when he activated it.)
- Koestlar/Brothers are blindly concerned with assisting their 'god' in achieving its aim of 'ascending'. Even though it will prove their destruction.
- Koestlar is ready the place the Eyeless One into the machine at the same time the players arrive.

Builders in the Void

- The Builders in the Void are now aware of the Eyeless One and his plans through their own investigations. While they honour him for his past achievements, they now know him to be mad. They know that letting him activate the weapon could cause a catastrophic misfiring which could devastate entire timelines and realities and threaten their very existence.
- In an attempt to prevent this (and to capture the weapon for their own devices.), the Builders in the void have taken over a group of 40 ICM that were on a training exercise out on the snowy wastes. They have gone for brute force. They have taken the minds of the marines and brainwashed them over period of months in their past, then brought them forward to the future. On the current timeline this appeared to happen in seconds.
- The marines aim to take the base, destroy the gates and break the device that prevents the Yith from entering.
- They will perform a frontal assault at the gate with an armoured APC and 15 marines. The others will attack the perimeter at two points and all three units will move rapidly to the chamber gate warehouse from three points causing a great deal of confusion and carnage.

The Orthodox Yith

- The Orthodox Yith will bring back Kirsten into the game. The Yithian has created a small device that is in fact a highly advanced

explosive device that disrupts the molecules in its proximity, causing an object to essentially blow apart. This, if placed on the Devourer, will cause the machine to break apart as its molecules come apart. The device is rectangular shaped and fits in the hand. It has three green buttons. The aim is to get the device into the cavern and detonate it.

- The Orthodox Yith will then insure that all evidence is removed from the area.
- Kirsten/Yith is prepared to sacrifice itself to put an end to the threat of the weapon. It has little regard for the humans other than a means to help get it into the cavern.
- However, it needs to get the players to break the seal around the gate that will allow it to get in. Once in, she will try to get as close to the machine as possible to detonate the device.

Chain of Events

The following is a brief outline of events and are only meant as a guide line and is in no way prescriptive. (Keepers are encouraged to create their own mayhem. ☺) Ultimately the last moments of this campaign should be one of chaos and madness; with the players in the thick of the action and the balance off the world, (of course) humanity and the player's very lives are at risk.

Events Timeline:

Day -38	The Camp is built around the mouth of the Caverns.
Day -26	A gate is opened to the AI cavern.
Day -7	The two Hybrids escape the lab.
Day -6	Dr Joshua is happy with the development of the hybrids.
Day -1	The Hybrids are plugged into the Devourer.
Day One	The Eyeless One is brought down into the chamber and seals the gate from fellow Yith with the staff he has given to Taglius. Taglius begins the melding ceremony, as the Eyeless One watches on cackling excitedly.
Hour 0	Players Arrive.
20 to 35 minutes later	The ICM arrive and attack the base. Sometime during this phase (Keepers discretion) Kirsten will attempt to make contact.
1h	The ICM fight their way to the gate and secure it.
1h 11 minutes	A squad of 15 marines enter the AI chamber under the command of two builders in the Void.
1h 13 minutes	The Eyeless One is moved into position and the AI is ready to be

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melded into the machine.

The Game The Players Arrive.

There are several ways to arrive at the camp, by gate, smuggled on a shuttle or arranging a STV to fly themselves out to the base. When the players arrive, it should be night with a storm blowing across the valley floor, snow flurries are blasted across the valley at high winds. Visibility is poor. (+10 on Stealth across the valley. Though this drops to +5 inside the camp, because of the camp lighting.)

If the players did not come through the gate in the lab, then they should be given a chance to infiltrate the camp if they wish. Success is up to relevant skills rolls. Though they will have to cross the valley floor and find a way around the fencing. If the players are spotted, then they will be fired on, but the marines will arriving soon and Koestlar will have a bigger problem.

As the players are moving into the camp, they may have time to have a look around and observe the busy preparations underway.



KOESTLAR EXPEDITION CAMP

The Camp [Map 5]

The camp is a buzz of activity and people are running around on various errands. Shuttles arrive (despite the weather.) drop off cargo then go. Men and women in Koestlar uniforms scurry around the camp. Koestlar security seems watchful and alert. An air of expectancy is everywhere.

Perimeter Fence

The Perimeter is a 5m high razor mesh wire fence that has been electrified. (1d6 HP of damage per round of holding onto the fence.) Atop the fence are lighting arrays every 10 meters. The light illuminates the area around the fence; however the storm is making visibility poor.

If the power is disrupted at the fence, players may attempt to climb it. However the metal mesh of the fence is razor sharp. Climbing the fence with out full body armour will require a climb roll -15% to avoid taken 1d2 HP of damage per 2 meters. (The ICM simply fire RPGs at the fence to blow it down.)

The Fence foundations go down 2m into the hard packed snow. It is possible to dig under the fence

through the snow; however it will be time consuming with a high chance of passing patrols spotting the players.

The Patrols

Three Teams of x3 guards patrol the perimeter regularly. They carry comms units on them and will report in anything unusual before investigating. Players will need to make stealth or luck rolls to get past the guards.

The Gate

5m Armour plated Door: AP: 15, HP: 30. X4 guards outside the door at all times and a further team of x4 guards on the other side. They are all in Arctic survival gear and fully armed and armoured.

Note: The ICM marines attacking the gate will drive up to it gate in a snow tracked APC at full tilt with the engine roaring with the effort of cutting through the snow. They will destroy the gate with rockets and grenades (Killing most of the guards around the gate). The APC will then drive through the ruined gate firing indiscriminately into the camp with the APC Chain guns. They are acting as a distraction for the other two teams and are creating as much noise and carnage as possible.

Inside the Compound [Map 6]

As already mentioned the compound is busy and Koestlar suits, workers and guards move around their various tasks. If the players make the effort to hide/or blend in, they may pass unnoticed. (Keepers discretion.) However a few false alarms, as they encounter Koestlar employees may make for good game tension.

Every member of Koestlar present on the camp is directly involved with the local Drakestown cult of the Brothers and all have unwavering loyalty to the Eyeless One.

General Equipment

This is a busy working place and as such equipment can be found around the compound. Fire axes, extinguisher, tools and even vehicles like the Snow Tracked Colonial Ranger (a large all terrain vehicle modified for ice planets.) can be found in the compound.

Medical Facilities

This is a large prefabricated structure. Inside can be found a well equipped and supplied field hospital can be found most forms of medicines and life preserving equipment. There are also x4 cryopods for emergencies.

Storage

Essentially a large container full of boxes and equipment. All of these storage containers are equipped with lighting, heating and have mini office on the second floor. At least four civilian Koestlar workers will be present at all times.

Hybrid Storage

A large cargo container, now empty. If the one large container door is opened then the smell of shit and urine is overpowering. If the players are caught and not killed, they will be placed here.

There are two STVs on the launch pads. They are all fueled and ready to go. There is a 20% chance that 1d3 ground crew will be onboard or around the flight area.

Canteen

A large open plan canteen. Closed at this time of night. Four Offices inside this structure: One is Taglius temporary Office the others are for general everyday purpose. 1d6 civilian staff may be in this building at any one time.

Accommodation Block

The Civilian Accommodation Blocks hold 15 personnel each. They are built on the same principles as army barracks. They each have a block of toilets and a shower area. Prior to the ICM attack 1d10 +2 civilians may be found inside. While they are unarmed, they may try to raise the alarm or escape the players. During the attack, many of the Civilians will rush out to support the Koestlar guards.

Barracks

35 Koestlar soldiers. As above. 1d10 + 2 soldiers will be present.

Gate Building 1

The Lab gate. This is a small steel hut with no windows and one door. It is guarded by two bored Koestlar guards who sit inside the hut playing cards. If the players are quick they may be able to subdue them quickly.

Gate Building 2

This is the gate to the chamber deep in the caverns. It is more heavily guarded than the Lab gate, and intentionally cut off from the gate conduit. The gate hanger is not hard to miss as it is in the very centre of the camp. It also the most heavily guarded building in the camp.

- x8 guards stand at the entrance in a V shape pattern. They are all well spread out and are under orders to allow no one to pass.
- x3 guards in the same spread out fashion can be found on the other three sides of the building.

Inside the Gate Building:

This is a large space with a gate shimmering in the center. It appears to be a large black disc floating in thin air. It appears the same way from whatever angle you look at.

There are 5 guards inside. (They are under strict orders not to interact with the guards outside.) However, if the

chamber is under attack, one of the guards will enter the gate to warn those in the cavern.

THE CAVERNS

The caverns are ancient and sprawling, and go deep under the surface of Carlson's Hope. The primary site of the AI machine has been buried deeply for thousands of years in the lowest part of the caverns. It was partially awaked during the interruption of the Huntingdon Expedition. Its defence mechanism kicked in and it killed most of them without really realizing it. The dead, or captured humans, were then "cannibalised" for parts of the machinery.

With the discovery of the site under the Foster Sea by Rainbow 12, see DH02 'Cold Tower Part One', the AI from that site updated its files and sent a copy of itself to the Primary Site before destroying the underwater site.

Note: If a psychic player had been absorbed by the AI, the players may be faced with an enemy that speaks with the voice of that player, and is fully familiar with their strength and weakness.



KEEPERS INFORMATION 16

The AI and its Tactics

The AI is programmed to assist the Builders in the Void and the ex commander that is now the Eyeless One. It's just a case of who gets their first. At the moment Koestlar have the advantage and have made contact with the powerful AI, the hybrids have been placed into its operating system and it is now ready to meld with the mind of the Eyeless One. The AI has several methods of defence.

- The Spiders: Players of Cold Tower will recognise these charming creatures. There are only 20 but they are deadly and fast, and will use the terrain to their advantage.
- Tentacles: Some of the hanging wires that drape across the AI chamber are not power cables but are in fact weapons. They can uncoil and reach down from the high ceiling and slither rapidly to attack.

They are black, oily and around 20cm thick. They are tipped with a vicious looking metal barb.

THE INVESTIGATION 12

The Cavern [Map 7]

Ancient limestone tunnels and deep caverns that cut deep into the flesh of Carlson Hope. Stalactites, stalagmites cover the area and freezing cold water drips from cracks in the rock. The air is cold and moist.

The AI device (The Devourer as it's also called.) stands like some ancient and malignant king in the centre of the large cavern atop a raised island of rock. (10 meters from the cavern floor)

It is surrounded by some black wall of rock that seems to undulate and twist as the layers look on, at the top of the ramp can be seen a large ungated opening in the wall that has been strewn with Koestlar light arrays. Beyond the wall a single long black spike thrusts up into the darkness of the cavern roof. The roof itself seems to twist and writhe as thousands of thick black coils shift and move over the ceiling. Sometimes the crackle and split as blue green energy darts around them. Dark viscous ichors drip down.

All of this is dimly illuminated from the light arrays set up by Koestlar, which offer slim solace to any human in this place. In fact behind the wall atop the island of rock can be seen the glow of lights. Though this is not the only sign of life in the chamber. From behind the high wall (15m) can be heard the dull susurrations of many voices chanting.

Niag Nar, Yog Sogoth. Naig Nar Nyarlo.

A single scream echoes out (Vaastra having his throat cut by Taglius.) and a single loud voice booms.

Naig Nar Nyarlo, Naig Nar Ktulu, omorson!!

This, is followed by the sound of a crowd of people cheering.

Gate Chamber

The black disc shaped gate is in the center of this small cave. Two of the Eyeless personal bodyguard stands in this room. Players will need to be quick to prevent them from raising the alarm, as one will attempt to get to his comms unit on a desk near the exit when the players arrive.

If they are expecting trouble, another six of the guards will be in this room pointing their guns at the disc.

ICM Attack: Before the marines enter the chamber, they will attach two HE grenades to a captured civilian and throw him through the gate. The explosions kills the guards in the room.

The Cavern Floor

This is the uneven floor of the cavern. Koestlar have smashed a path through them and smoothed out a rough road.

Note: The spiders may use the rocky uneven surface around the road as cover for attacking the players. If the players have successfully snuck into the cavern, then there is only a 20% chance of the Spiders spotting the players if they avoid the road. (They are busy moving around the unpleasantly organic looking cables in the cavern roof; preparing them for the melding.)

The Outer Circle of the Devourer

This is the twisted series of path ways and black twisted rock shimmers darkly. Koestlar has draped the area with the black logo and banners of Koestlar. Along this pathway can be found the wall of faces.

The expedition members have been bioforged into the Devourer. Stretched, bulging human skin can be seen pulled over the surfaces of the corridor. Strings of bloody ganglia crisscross the spaces, and blood drips freely.

The silently screaming and insane pain filled eyes of the faces of many of the expedition members can be seen in the skin membrane. Many of the expedition have been reanimated and kept alive by the horrible organic technology of the Builders in the Void.

To See: 1/1d6 SAN loss.

The Inner Circle

The Inner area of the chamber is where the majority of the major Koestlar cultists have gathered. (around 30, most are armed only with ceremonial knives.) They have begun the ceremony and cannot break it. However 15 Koestlar security guards patrol the area.

The center of the inner area is the main weapons spike and here is where the Eyeless plans to be melded into one of the processing chambers. High above the chamber the twenty hybrids have been pulled up into the process units by some of the tentacles. The screams and groans of pain from these poor unfortunate humans are chilling when running counterpoint to the susurrations of the 30 cultists that circle the spike.

Near the chanting Taglius, in purple robes, can be seen the glittering and deranged palanquin of the Eyeless One. He lays in a pungent bath of oils, and his body is constantly anointed by strange lumpen servants wearing brightly coloured robes.

If Vaastra was alive when the players last saw him, his body now lays at Taglius feet his throat cut by Taglius ceremonial knife. (Even if he was arrested, his release was arranged by Koestlar.) As the players watch three black writhing tentacles begin to lower from the ceiling. If nothing prevents them they will pull the twisted, dripping and ancient corpse out of the palanquin and begins to pull it up into the main process unit that sits in the center of the spike about 30 meters off the ground.



ICM Attack:

The ICM marines should arrive at this point. (If the keeper wishes.) They would have made a lot of noise getting through the cavern and have arrived with bloody minded determination to kill everyone. The two Builders in the Void who are acting as their officers will wait outside the main weapon area until they have destroyed the staff. They will have their soldiers open fire at the cultists, and send the soldiers in to break the staff. (See below.)

If Kirsten is present:

She will not be able to enter the main circle of the device, as the Eyeless One has set up a magical cordon around the circle. This is focused around the staff that has been given to Taglius. Breaking the staff breaks the cordon. (He is surrounded by cultists, and he's also waving the staff around during the chant, and so shooting at the staff should be a difficult task.)

Kirsten will need try to get the players to help her get her explosive device to the center spike of the AI machine.

What happens next is up to the players and the keeper. Stopping the Eyeless One from melding will save Carlson hope. Somehow stopping the Builders will save humanity, but then they will still need to escape the weapon. (There are 10 ICM in the cavern led by two Builders in the Void dressed as officers.)

Also:

It is possible that Kirsten will be outside the circle with the two Builders in the Void at the same time. This may spark a dangerous cat and mouse game where she tried to avoid them until the players succeed in their mission. Destroying the Weapon with the Yithian Device: If the players help Kirsten to get the device to the central spike she (or use the players to do it.) will attach the device. Attaching the device should be made difficult for the players, with tentacles, cultists and the spiders all trying to stop the players from doing so. Once attached the

three green buttons will flash and turn orange one after the other, when the final light is orange it will detonate. (10 seconds.)

The device explodes with an ear bashing crump and the blast tears through the central spike, ripping it apart in a furious torrent of thousands of black shreds that fly over the area. (The dying scream of the AI and the Hybrids are truly soul tearing sounds) The blast knocks every one of their feet. Damage from Shrapnel is optional. Though many of the cultists and marines will be killed by the flying shards of the weapon. As the Devourer begins to break apart it will cause the cavern to collapse. The players will have little time to escape. Kirsten will stay where she is to make sure the job is done.

Stopping the Weapon: Option 1

Kirsten device is not the only way to destroy the weapon. If they kill all the Builders in the void, there will be no one able to fire the weapon. The AI will follow its anti capture protocols and activate self destruct to stop itself falling into enemy hands. Again, the players will have a very short time to escape.

Stopping the Weapon: Option 2

Blowing up the Weapons Spike. Conventional grenade and weapons will also be effective if they players fire them into the main process chamber. (Where the melded Yith will sit.) This area is vulnerable with a lot of exposed mechanism. If it is destroyed, the AI will activate self destruct as it is now too vulnerable to further attack and believes it is in danger of being captured. It would take days to repair the damage and it believes that none hostile humans will arrive soon.

However it is a hard task as it is high up the tower. Firing from the ground will incur a -30% on the weapons skill. Perhaps if they clamber up a wall, or get a tentacle to grab them they may get to equal height...

Chamber: AP 10, HP 45. Once HP 0 consider the chamber destroyed.

Stopping the Weapon: Option 3

Killing the Hybrids. The players will need to kill at least 60% of the hybrids to cause a misfire. (See optional ending Do the Dimension Shuffle... section for that little problem...) Naturally the cultists, the Builders and the spiders will try to stop the players.

Stopping the Weapon: Option 4

Killing the Melded: If the players kill the one being melded before the process is complete (The Process takes about 6 seconds.), then they also stand a chance of causing a misfire. Once the process is complete however, the mind will be free from the body and it will be left to decay in its slot.

ENDINGS

Below is a list of possible ending for the encounter in the cavern.

The Orthodox Yith are successful

Kirsten/ players have been successful and have placed the device close enough for it to detonate and destroy the main weapon spike.

The Device detonates with a deep thump. The top half the spike explodes into tiny particles of black glass that shower the area. The lower body simply cracks apart, killing anyone in the process/melding chamber.

Survivors and cultists around the base of the spike will flee in terror as the large black shards come tumbling down on to them.

Players can make luck/dodge rolls to avoid the large chunks of debris from falling on a character taking 2d6 damage. There is also a chance of players getting pinned.

As this occurs, the AI logic systems crashes. At the same time, Yithian agents swoop onto the remaining Builders in the Void ship hiding in F-Space. They destroy it. (The massive energy spike of the void ships destruction in F-Space is recorded by local navigational sensors.)

The Yith also pull out the Builders from the ICM officers, and (if still alive) the Eyeless One. They also remove the minds of the brainwashed ICM and allow them to fall mindlessly onto the floor.

The players will largely be ignored and left to their own fate.

Kirsten

If alive, will now simply fall to the floor. The 5th generation android collapses and starts to convulse as the basic software and systems are heavily corrupted.

The Cavern

The Cavern itself will begin to collapse and the roof will crackle with energy, as the wires and tentacles that criss cross it writhe in apparent agony and fire breaks out across the ceiling, illuminating the scene in a horrific orange smoky glow. Chunks of rock begin to crash from the ceiling and the players will need to make a quick get away.

The gate is still functional and that is the only way out. However, if any of the Koestlar cultists are still alive, they will also be making a run for the gate. They will be desperate and scared. Or pursuing the players who they blame for their misfortune.

The Yith will also insure that all evidence of the Yith, the Builders and the Eyeless One is removed and destroyed. While they have chosen to leave the players alone, the players will be left with no evidence. Files will mysteriously be deleted, police reports misfiled, ancient texts simply vanished etc.

Getting Out

The Escape from the cavern should be dangerous and difficult, with players trying to get past cultists, falling

rocks, fire and Spiders. The Cavern will collapse in on itself at some point.

Option: Taglius and Haldane, if alive, may have got to the gate ahead of the players. If so they will be standing in the narrow room shooting down the cultists as Taglius believes they should all die with their god. He has also raced ahead to cut off the players, as he wants to insure they die too.

If the players get through the gate, they will arrive on the surface just as the cavern collapse. The gate will wink out of existence and the aftershocks will begin as the valley sinks slightly due to the massive displacement. Cracks will appear and most of the camps buildings will begin to collapse. There are still two STV being shaken about on the launch pad, players may be able to make their escape that way. The Earthquake will last 5 minutes and then everything settles down and quiet descends on the ruins of the camp.

The Builders in the void are successful

They will kill most of the Brothers, and the players fail to prevent them from placing one of the officers into the AI machine. The Builder in the Void expertly targets the system at a particular pattern in the great mess of time and endless possibilities and fires the weapon.

The energy spike hums and then a pulse of light shoots out of the spike to punch through the cavern roof. The energy blast rips a hole in the planet surface and uses the atmosphere as an amplifier.

A split second later another pulse emanates up the spike and up the beam. A massive explosion follows and the players are lifted off their feet and flung across the chamber as white light and furious noise painlessly engulfs them. Everything then simply ends as the players are consumed by the energy.

Reality has been altered and the Orthodox Yith were correct the device was unpredictable: It has devastated the entire time lines, even the Yiths, and humanities place in reality is destroyed.

Game Option: Do the Misfire Shuffle...

The weapon could have been more unpredictable than anyone thought. It could devastate the timeline and local dimension to the point that they are utterly destroyed and the players, because of their proximity to the device, are flung into an alternative reality.

Perhaps another futuristic setting such as Once men, or Cthulhu Adventus where things have evolved differently for humanity.

The Eyeless One Succeeds

The insanely cackling monster has its moment of sweet triumph and then its insane and irrational mind takes the controls of a difficult and precise weapon... and fires.

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The ancient Yith unintentionally fulfils its vows to Nyalrthotep by causing destructive and lasting chaos.

The Devourer backfires, and the backfire shifts the time distortion energy the wrong way, resulting in an explosion with the power of a small sun. Carlson's Hope is splintered into billions of burning fragments and the rest of the system is vaporized in the blast. Perhaps some in space ships around Redstone can escape the blast as it moves at the speed of light, but millions will be killed. Future scientist will claim it was the sun going supernova...



THE END GAME

If the players succeed, it is likely they will be on the surface of the planet amongst the wrecked and burning ruins of the camp. Bodies of Cultists and ICM lay all around the site.

The snow is falling and a weather front is rolling in. What happens next is up to the Keeper. Naturally the authorities will want to know what happened out on the ice and the players may have a lot of explaining to do...

Perhaps it time for a career change?

SAN rewards:

- Surviving: 1d6
- Beating the AI. 1d10
- Beating the Eyeless One: 1d10.

THE END.

ACKNOWLEDGMENTS

Firstly thanks to John Ossoway for all his help and support over the whole of the Dark Harvest campaign.

Thanks to all those on the Cthulhu Rising website for excellent ideas, and for some positive feedback from many.

Also thanks to my own role-playing group from where all this started.

Its taken a long time to get here, but its been fun. I hope you have enjoyed. I'm now off to have a beer. Thanks all. :-)

APPENDIX A: NPC CHARACTERISTICS

Statistical profiles are gathered here to enable the Keeper to copy or print out these pages separately from the campaign to provide a handy reference when running this chapter.

THE EYELESS ONE

Demon fallen from the stars

STR:	04	Move:	3
CON:	03	HP:	11
SIZ:	08	Dex SR:	4
INT:	35		
POW:	29		
DEX:	04		
APP:	02		
BRA:	18		
HF:	1/1d0		

ATTACKS: ROF A% PV DAM

No physical attacks.

Psychic:

All skills at 100%.

Spells:

It has passed the centuries learning the Forbidden Science and has available to it all the spells available in the New Horizon core rulebook volume I.

Armour:

None.

Though it can be hurt, it can never die. Even if the body is destroyed, a semi sentient part of it will still exist trapped like some unhappy shade in the locality of its destruction. Its only means of escape is melding with the weapon.

Appearance:

That of an ancient mummified corpse, its eye sockets are empty, yet it seems to look through those black pits with burning hatred and naked madness. Unable to walk, it lays in a scented bath of oils, tended to by its weird and misshapen servants. It can move its head, and arms, though slowly and painfully. It cackles in a strange hissing manner and utters weird malformed words in some obscure language. (Actually ancient Etruscan, not Yithain which a human mouth cannot replicate.)

Notes:

Like Taglius, the Eyeless One is a nightmare of Forbidden Science, however it also posses the advanced technical knowledge of the Yith, much of which it has passed of as secret occult knowledge to the Brothers. It is insane and no longer possesses the cool uncaring logic of the Yith. This creature is steeped in thousands of years of bile, petty cruelties and bitter hatreds.

Nyarlathotep is proud of his little creature.

SERVANTS OF THE EYELESS ONE (x4)

Human aberration

STR: 17 Move: 3
CON: 14 HP: 34
SIZ: 20 Dex SR: 3
INT: 10 DB: +1d6
POW: 11
DEX: 12
BRA: 16

HF: Clothed: nothing, though there is something odd about the way they move.

Uncovered with silk: 1/1d6 to see the strange half human like monsters hidden under the cloth.

ATTACKS:	ROF	A/P%	PV	DAM
Claws	1	45/40	+0	1d6+1d6
Clubs	1	65/50	+0	1d8+1d6

Armour:

3 AP consisting of strange gnarled flesh.

Skills:

Dodge: 43%.

Notes:

These are large brutish figures covered in garish silk robes of many different colours. No naked flesh is exposed; even their eyes are covered by thin silk. They seem oddly bent and twisted and odd lumpen shaped can be seen moving under the cloth. These are the strange helpers of the Eyeless One, the creatures that bathe the creature in soothing oils. What they are is now a thing of legend and myth amongst the Brothers.

They are fiercely dedicated and loyal and will fight to the last to protect their master.

GHOULS (x6)

Mocking charnel feeders

STR: 16 Move: 8
CON: 14 HP: 27
SIZ: 13 Dex SR: 3
INT: 13 DB: +1d4
POW: 13
DEX: 13
BRA: 14
HF: 0/1d6

ATTACKS:	ROF	A/P%	PV	DAM
Bite	1	45	+0	1d6+1d4
Claws	1	45/40	+0	1d6+1d4

Armour:

Rough Hide (2 AP); firearms and projectiles do half of rolled damage; round up any fraction.

Skills:

Climb: 85%, Hide: 60%, Jump: 70%, Listen: 65%, Scent: 60%, Spot Hidden: 87%, Dodge: 40%

Notes:

The Ghouls are not comfortable with the hybrids but will fight with them to get out of the lab. Once out of the lab they will abandon the hybrids.

HYBRID GHOULS

Laboratory experiment that should not be

STR: 12 Move: 6
CON: 16 HP: 30
SIZ: 14 Dex SR: 3
INT: 08 DB: +1d4
POW: 10
DEX: 14
BRA: 14
HF: 0/1d6

ATTACKS:	ROF	A/P%	PV	DAM
Bite	1	40	+0	1d6+1d4
Claws	1	45/35	+0	1d6+1d4

Armour:

Rough Hide (2 AP); firearms and projectiles do half of rolled damage; round up any fraction.

Skills:

Climb: 85%, Hide: 60%, Jump: 70%, Listen: 65%, Scent: 60%, Spot Hidden: 87%

Note:

The Hybrids are half mad, and savage. They will show no mercy to any human.

COLSEC PATROL OFFICER

Local Police Force

STR: 12 Move: 3
CON: 11 HP: 24
SIZ: 13 Dex SR: 3
INT: 11 DB: +1d4
POW: 11
DEX: 12
APP: 12
BRA: 12

ATTACKS:	ROF	A%	PV	DAM
M11P Pistol	3	50	+0	1d10+2
Unarmed Cmbt.	1	55	+0	2d3+1d4
M36 Shotgun	3	60	+0	4d6+6*
Stun Baton	1	50	+0	1d6+1d4**

*stun, 1d6 lethal

**stun

Armour:

Personal Body Armour (4 AP), Helmet with visor. (4 AP)

Skills:

Dodge: 50%, Law 40%, Listen 50%, Spot 55%.

Notes:

SFU Officers will have full combat armour (8 AP), assault rifles and have an extra 10% on all handgun and military

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skills. The SFU will also have Frag, stun Grenades at their disposal.

BRAINWASHED/NORMAL MARINES

Professional soldiers

STR: 14 Move: 3
CON: 14 HP: 28
SIZ: 14 Dex SR: 3
INT: 12 DB: +1d4
POW: 11
DEX: 14
APP: 11
BRA: 14

ATTACKS:	ROF	A%	PV	DAM
M11P Pistol	3	50	+0	1d10+2
M29 TAR	3	50	+3	2d8
Rifle Grenade	1	50	+0	2d6+6 HE
Unarmed cbt.	1	60	+0	2d3+1d4
Dagger	1	50	+0	1d6+1d4

Armour:

Military issue Combat Armour (8AP).

Notes:

Brainwashed or not these marines are professional well trained and highly dangerous.

The two officers of the unit are actually Builders in the Void. Their stats are:

POW: 16
INT: 21
EDU: 23

Spells:

Black Magic: The Black Words/6+ 90%
Black Magic: Fist of Yog-Sothoth/9 85%

KOESTLAR SECURITY TEAM

Koestlar Security personnel

Average Stats:

STR: 15 Move: 3
CON: 16 HP: 30
SIZ: 14 Dex SR: 3
INT: 13 DB: +1d4
POW: 12
DEX: 15
APP: 10
BRA: 13

ATTACKS:	ROF	A%	PV	DAM
Punch	1	50	+0	1d3+1d4
M41 SMG	3/A5	50	+0	2d6+4
NSG 23 rifle	3/A5	50	+0	2d8+2
M11P Pistol	3	55	+0	1d10+2

Armour:

Combat Body Armour (8AP), very similar in appearance to ICM armour.

Skills:

Dodge: 55%, First Aid 40%, Hide 30%, Listen 45%.

Notes:

The guards at the Cavern Camp have been chosen for their loyalty.

GENERIC GOONS

Violent goons

STR: 12 Move: 3
CON: 11 HP: 23
SIZ: 12 Dex SR: 3
INT: 11
POW: 11
DEX: 13
APP: 12
BRA: 12

ATTACKS:	ROF	A%	PV	DAM
Punch	1	45	+0	1d3
Knife	1	50	+0	1d4+2
Glock 36 Pistol	3	40	+0	1d10+2
M41 SMG	3/A5	40	+0	2d6+4

Armour:

None. But if "on a job" may wear light armour.

Skills:

Varied and at Keepers discretion.

Notes:

These are generic stats for any violent encounter with a human. If the players are sucked into the riots down in the steamer then these stats can be used for rioters. Though most of the rioters will be armed with knives and impromptu weapons rather than guns.

THE SPIDERS/SERVANTS (x20)

Servitors of the AI

STR: 22 Move: 3
CON: 15 HP: 15/4 (tentacle)
SIZ: 15 Dex SR: 2
INT: 10/ 25 with AI dropped into its mind.
DEX: 21
HF: 1/1d6*

*the effect of SAN loss lessen with exposure.

ATTACKS:	ROF	A%	PV	DAM
Tentacles	2	55%	+0	1d4+1d6
Laser cutter	1	45%	+0	2d6*

*Range 3 meters.

Armour:

5 pt steel, Tentacle: 2AP.

Tactics:

Can climb and scuttle across ceilings strong enough to hold their weight. (Using its tentacles and claws.) Will use ambush and overwhelm tactics. Will use tentacles to slash, punch and strangle.

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Notes:

They are a strange mix of organically constructed material and metal. Between the ridged black metal plates that cover the irregularly shaped 'body', can be seen glimpses of white dead looking flesh. If injured they bleed a grey liquid that appears similar to android blood in appearance. Their torso is ellipsoid in shape. From the body, never much more than 1.5m across spring six long legs that it uses to propel itself.

These plated legs end in sharp looking points, but these points can open up to form three delicate appendages. No eyes or any feature to indicate front or back can be seen. The creatures make no sounds and if they chase or attack.

TENTACLES

AI extensions

STR: 35 HP: 20
HF: 1/1d4

ATTACKS:	ROF	A%	PV	DAM
Crush	1*	55	+0	1d3+1
Stab	1	60	+0	1d6+3+1d4

* And as many tentacles as the keepers wants.

Armour:

4 AP

THOMAS HALDANE

Cold Blood Killer

STR: 14 Move: 3
CON: 15 HP: 29
SIZ: 14 Dex SR: 2
INT: 15 DB: +1d4
POW: 18
DEX: 16
APP: 14
BRA: 15

ATTACKS:	ROF	A%	PV	DAM
Punch	1	70	+0	1d3+1d4
Knife	1	70	+0	1d4+2+1d4
M11P Pistol	3	60	+0	1d10+2
M25A1 Rifle	3	75	+2	2d8

Armour:

None.

Skills:

Dodge: 65%. Any military, combat and security skill at around 75%.

Psychic Skills:

Telepathy Skills: All skills around 75%

Notes:

A tall, well-built and handsome man. He has short blond hair and piercing blue eyes. He has made a successful career as an assassin. First working for the FSA, then working for the Brothers, Haldane is a sociopath with no

compunction about killing. However he is clever and well controlled.

KIRSTEN

5th generation android

STR: 14 Move: 3
CON: 12 HP: 27
SIZ: 15 Dex SR: 3
INT: 14 DB: +1d4
EDU: 24
DEX: 14
APP: 16
BRA: 15

ATTACKS:	ROF	A%	PV	DAM
Punch	1	45	+0	1d3+1d4
M11P Pistol	3	60	+0	1d10+2
M41 SMG	3/A5	60	+0	2d6+4
M25A1 Rifle	3	60	+2	2d8

Armour:

None.

Skills:

Hide: 56%, Stealth: 67%, Climb: 45%

MALCOLM PACKARD

Slum Thug

STR: 10 Move: 3
CON: 11 HP: 23
SIZ: 12 Dex SR: 3
INT: 14 DB: 0
POW: 11
DEX: 13
APP: 08
BRA: 09

ATTACKS:	ROF	A%	PV	DAM
Punch	1	45	+0	1d3
Glock 36 Pistol	3	40	+0	1d10+2

Armour:

None.

Skills:

Fast Talk 56%, Listen 50%, Law: 34%, Drive: 35%, Hide: 40%

DR ADAM JOSHUA

Mad Geneticist

STR: 09 Move: 3
CON: 13 HP: 29
SIZ: 16 Dex SR: 3
INT: 17
POW: 12
DEX: 12
APP: 09
BRA: 13

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ATTACKS: ROF A% PV DAM

N/A

Armour:

None.

Skills:

Psychology: 45%, Fast Talk 56%, Listen 40%, Drive: 35%, Law: 50%, Hide: 40%, Medical: 75%, Torture: 67%, Forbidden Science: 15%, Genetic manipulation: 85%

FRANCESCO TAGLIUS AKA JASPER

Master of the Brothers

STR: 11 Move: 3
CON: 16 HP: 30
SIZ: 14 Dex SR: 3
INT: 19 DB: +1d4
POW: 12
DEX: 15
APP: 10
BRA: 15

ATTACKS:	ROF	A%	PV	DAM
Punch	1	50	+0	1d3+1d4
Glock 36 Pistol	3	55	+0	1d10+2
M41 SMG	3/A5	50	+0	2d6+4
M25A1 Rifle	3	50	+2	2d8

Armour:

None.

Skills:

Dodge: 55%, Psychology: 95%, Fast Talk 86%, Listen 70%, Drive: 35%, Law: 99%, Hide: 70%, Forbidden Science: 75%

Spells:

All of them... :-)

Notes:

Powerful, dangerous and ruthless, Taglius has politicized his way up the chain of command in the Brothers and is determined to be the only guardian serving his master.



INVESTIGATORS HANDOUT 1

Kirsten's information:

Operation Wolfhound was too successful for its own good. Within three years of its inception many of the original operatives, analyst and administrators of the small FSA team would be dead, insane, professionally discredited or forcibly retired. Despite, or perhaps because of, the tangible evidence it uncovered the FSA board of directors judged the project an expensive and embarrassing failure. Wolfhound was the creation of Professor Barbara Rothberg; an acclaimed expert on politics, military game theory and counter terrorism. She, with the approval of the FSA directors, had gathered a team together to investigate the rumours and hints uncovered during the interrogation of several separatists, malcontents and gangsters. The rumours hinted at some "master" organization behind some of the criminal organizations. Like a furtive secret whispered in the wind it was often sensed rather than proven by the agents of the FSA.

With characteristic hard edged and unsympathetic expertise, Rothberg began to unpeel the layers of lies, conflicting evidence and masses of data. Amongst this orgy of data she spotted a glimmer of the truth and followed it to its end. Slowly methodically she began to get a picture of an organization providing funds to a confusing variety of dissidents, terrorists, malcontents and lunatics. Many of these sinister cells had nothing in common, other than they were destabilizing influences inside the UEF.

It was during the early days of the Colonial War that Wolfhound made its first major breakthrough. An informant by the name of Jasper revealed that some of the senior members of this "master" organization could be found in the heart of the UEF government in Geneva. The informant painted a picture of shady meetings, secret codes and a cabal of the powerful and rich sponsoring discord in the UEF. The informant seemed closer to the truth than the others; he talked of darker secrets, hidden mysteries, and names of strange and half-forgotten gods. He spoke of their belief in the one he called "The Eyeless." A creature that had been found in the hills of Italy by the ancient Etruscans. Its broken body taken care of by the cult in exchange for its knowledge. Finally; he told Rothberg the name of one of the leaders of the secret cabal, Senator Stefan Cardinac.

Following the only lead she had, and without consulting her superiors, Rothberg ordered a small team to be dispatched to the sprawling glittering heart of the UEF. The Team set themselves up in Geneva and began to watch Cardinac intently. A few days later, with only the permission of Rothberg, they decided to break into Cardinac's luxurious house on the shores of Lake Geneva.

A few hours after the team entered the estate of Cardinac, news broke out on all the Earth media networks: Cardinac had been killed, eight bodyguards dead and his house a burning wreck on the shores of Geneva. Of the Wolfhound team only one member was found alive. Unfortunately for the doctor the Brothers had been watching her since the death of the senator. Recently Dr Rothberg made a significant discovery, a contact pointed out a copy of the Book of Names, an Etruscan language document found in the Villa of the Papyri, amongst the ruins of the devastation caused by Mount Vesuvius.

The book was thought lost, rumours circulated that the book had been removed from the collection by the Vatican, but somehow a 21st century copy was found in the vaults of the Sutton Institute. The work was an Etruscan "bestiary" of obscure gods and demons of that civilization called the Book of Names. The book made reference to a creature called the "Eyeless One." A being that saw both the past, present and could see the shape of time. The Eyeless One had fallen from the stars and been trapped in the mortal realm. A group of men had helped it in the world and they worshipped it they were called the brothers. Hungrily she devoured the work, using translating text and explored the rituals within. She began to believe that the group was still active and this was their bible.

Eventually the Brothers grew tired of Rothberg and decided that she simply knew too much, she had to be removed as a threat. They contacted one of their assassins a brutal psychic by the name of Haldane. He was ordered to kill her and destroy the data she had gathered. But she gave the data to Kirsten to bring to her son here on Carlson's Hope. But he had been compromised by Koestlar and so Kirsten went to the players for help.

INVESTIGATORS HANDOUT 2

Excerpts from the Book of Names

The Book of Names:

Translation to English from Etruscan text found in the villa of the papyri in the late twentieth century. The language notes comment that much of the text is in old Etruscan. However there are some obscure word that cannot be translated and bare no relation to any know language.

One such word is the phrase: Naig Nar Yog Sogoth, Naig Nar Ktlu.

The Origins of the Eyeless One:

Cursed by his brethren for the truths he gave to poor humanity. Demon slashed and chased through the heavens by the watchers. Those that once were his brothers and now our enemies still hunt him. His soldiers were scattered across the cold uncaring stars and only we are there to hide his mind. We write signs and sigils that make prayers that cloak the master from the watchers. For they hunt ever vigilant through the darkling ways.

He came to us as an angel of fire on the night of storm and thunder. Star born, star blessed he came to us whispering words of truth and despair. He walked amongst us as one blessed of a sacred vision, a hidden wisdom born from the suffering he had beheld in the unholy spheres that surround our world. Each glittering truth etched into his soul like blades into a sacrifice. But the pale body of the man that once was could not hold this new fair spirit in this realm without the fires of his tranquil soul burning the temporal an illusory flesh. It was as if the wisdom of the master burnt the very eyes from the heads of this once mortal with the glory of revelation and scourged his flesh with holy whips of pain. Aged and crooked he became, though we were willing to bare him on his paths, to anoint his sacred flesh with soothing oils, to offer cooling balms and gifts of blood to nourish his flesh.

The Eyeless One we called him, yet he saw deeper and further than any of his priest even the three guardians that were held in his most sacred trust. His flesh burned with the fire within. Protector, life giver and father of the brothers. Anointed by oils from his slaves, burden to be carried as he carries the burden of his wisdom.

The guardians went out into the world and brought the Eyeless One's wisdom to the world. The great leaders and the high priests, but in secret. For there were those that could not understand the truth that the universe is not as it seems to be. Many dark things move over the paths of the stars and travel the dark hunting, breeding, seeking their own roads. Some embraced the truths and learnt the wisdom of the master. But the master was trapped in the flesh of the one it had chosen. The spirit was powerful but the body aged rapidly and became infirm, and that the darkness of death was approaching. The Master sought compacts with one more powerful than him. He converses with the whispering Darkness and made sacrifices to bring him to eternal life. Yet he could not leave the aged body and we his servants cared for his needs. The three holy guardians were also granted eternal life so that they could serve the master in his search for the Devourer of Time.

The Watchers.

Through the spheres and the darkling ways they roam. Moving through time, space and minds. Watching the unfolding of life and the ending of days. Knowing their own doom but uncaring they study imprisoned in their mighty towers built from their own words and philosophies. The Eyeless One saw that they need not be victims of time, but masters of it and shape it to their whim. But many of his kin would not listen to his entreaties and sought to stop his plans for they feared the consequences of his actions. Though once they were all of the same mind and brethren they now became split as old enemies.

The Watchers made war with the Eyeless One, and his brethren. The Eyeless One led his soldiers to the void were they built mighty machines of war. For he and his kin sought to end a great darkness that threatened them all. But they were defeated by those that feared time. Only he survived the reaping, the dark harvest that tore the universe apart, rending both time and space. He fell tumbling from the burning sky. His screams echoing in the mouth of the priest that summoned him.

But the Eyeless One has many games to play before the end, and he seeks to bring rumination to the watchers, his once brethren for all that they did to him. He will bring them to bare for their sins. He will travel to the stars and seek the world of ice where they once sought to build the Devourer of time. The master will once again walk free from his blinded flesh and will tear the worlds apart and reap the Dark Harvest.

INVESTIGATORS HANDOUT 3

The Huntingdon Expedition

Facts about the Expedition:

General info: The expedition had a crew of 25. 15 for the primary team and ten for the backup team. The main camp was located in a narrow valley at the mouth of one of the larger entrances to the caverns. They planned to map the so far unexplored caverns of the Jonas mountains. The primary team entered the complex on March 25. Contact was lost on March 31st. Three survivors were discovered by the rescue team making there way back up to the surface. No traces of the expedition have ever been found. Of the three survivors only one seemed largely lucid a James Vaastra. He claimed that the caverns grew more unstable the deeper they traveled into them. It was a cave in that killed most of the expedition team.

Other Info:

1. The expedition was founded by George Huntingdon, a well know explorer originally from Earth. He has been famous for surveying some of the remotes planets in the Sol System. He is part sponsored by a complex array of corporations and his own families wealth. He famously died on the Carlson's Hope, during the failed expedition into the canyons.
2. Huntingdon was regarded as a dangerous risk taker by many that have worked with him and he soon alienated more cautions members of the expedition.
3. Huntingdon methods were claimed to be sloppy by survivor James Vaastra. He wanted to be the first person to explore the caverns and did not seem too concerned about safety or even proper mapping techniques.
4. The mission seemed cursed from day one: Missing supplies, failing equipment and the expedition lost three people to frost bite and injury before it had even really begun.
5. They entered the caves on March 25th they spent the first few days exploiting the upper caves. Until they began the decent.
6. They reached the lower levels until they came across signal that was picked up by the sensors. A weird varying tone that beat out a regular pattern. It seemed to get into our heads when the crew slept. Huntingdon seemed to become obsessed with it. He stopped washing, shaving and drove him on like a madmen.
7. They came to a cavern where we found what appeared to be the twisted remains of strange creatures, not human, they were plugged into weird machinery and devices in the center of the cavern. They seemed long dead. Huntingdon wanted to move on. Vasstra refused to go into the caverns. Bretyenbach also refused. Creed went with Huntingdon. They were called cowards.
8. Soon they heard strange noise, a weird tittering noise, and then the screams and the gunfire, odd lights flashed around the cavern illuminating a structure that made them both feel terrified for some odd primal reason.
9. Out of the noise and darkness came the insanely screaming Creed. They all fled. Creed rambled about the moving flesh, something called the Devourer, the Eyeless One and that they are here for the Dark Harvest.
10. They all fled into the caverns and made there way up to the surface. They were distraught Vaastra made up the cave in lie to stop any one else from going in.
11. The survivors soon scattered. Adam Creed was placed into a mental asylum due to his hyper sensitive state and is still there.

INVESTIGATORS HANDOUT 4

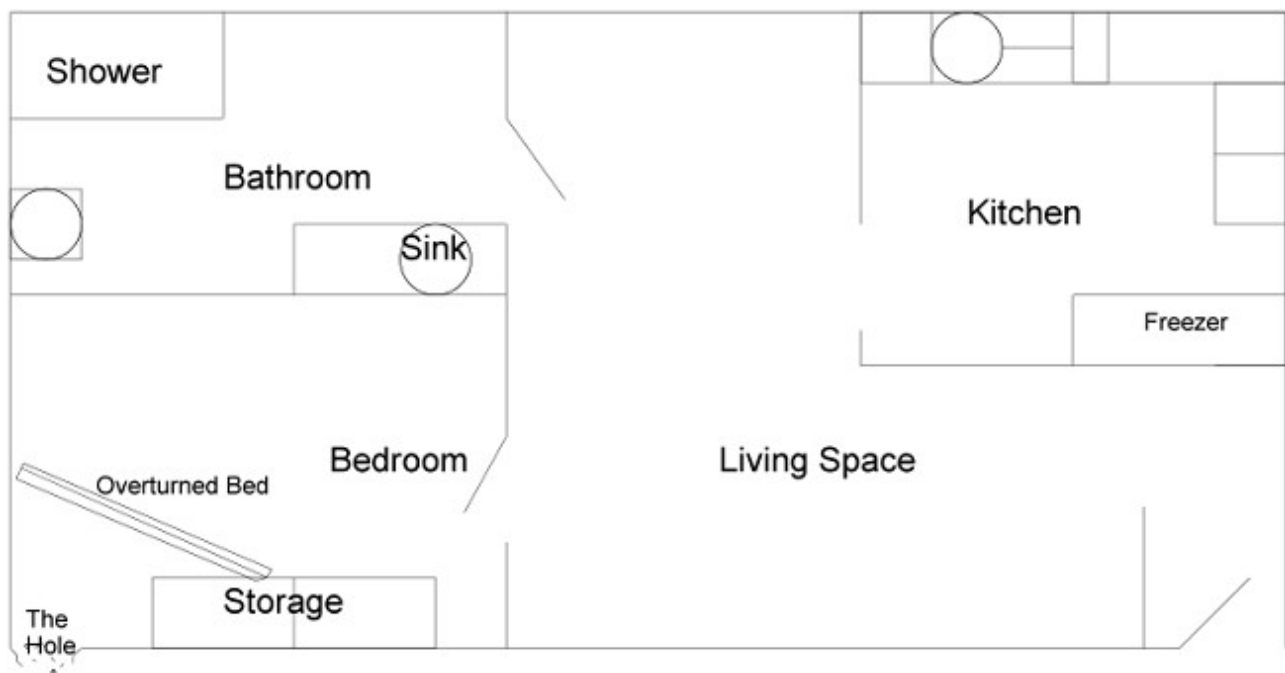
George Huntingdon: Earther, Oxford (The Greater London Metropolis), Born 2030

His father was a merchant banker, his mother a socialite. The childhood seemed to be an unloving one and George left home to go to Oxford University, at an early age. He studied history and forensic xenobiology. He was interested in several digs, and traveled extensively on earth and the solar system. Eventually he started to explore the outer rims. He was known to be something of an adventure and courted the media. In 2369, a film was made about his exploration of the Sweetwood Mountains on Calamity in the Herculis Cluster.

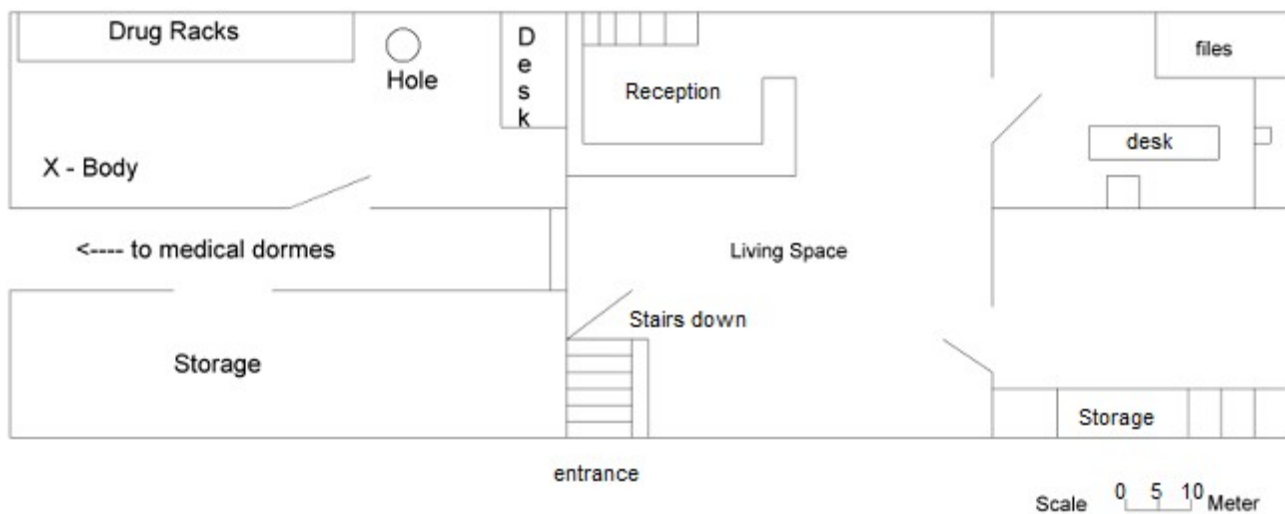
His death in 2065 caused a short lived flurry of media attention, but was soon forgotten. His body was never recovered. A statue to him and the failed expedition has been erected at one the quads in Oxford university.

He courted controversy during his life and he was often criticized for his carefree attitude to data recording and safety. His strongest critic and survivor of the failed expedition, James Vaastra, claimed that he sought only glory.

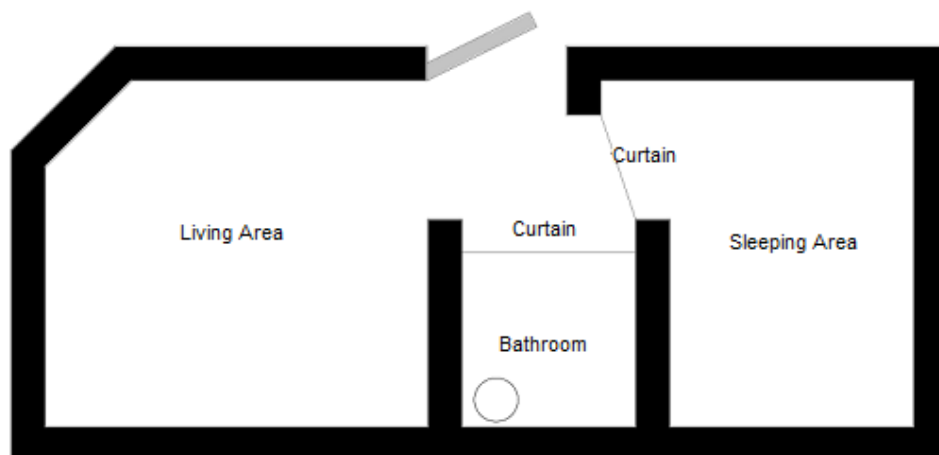
MAP 1: BRETYENBACH'S FLAT



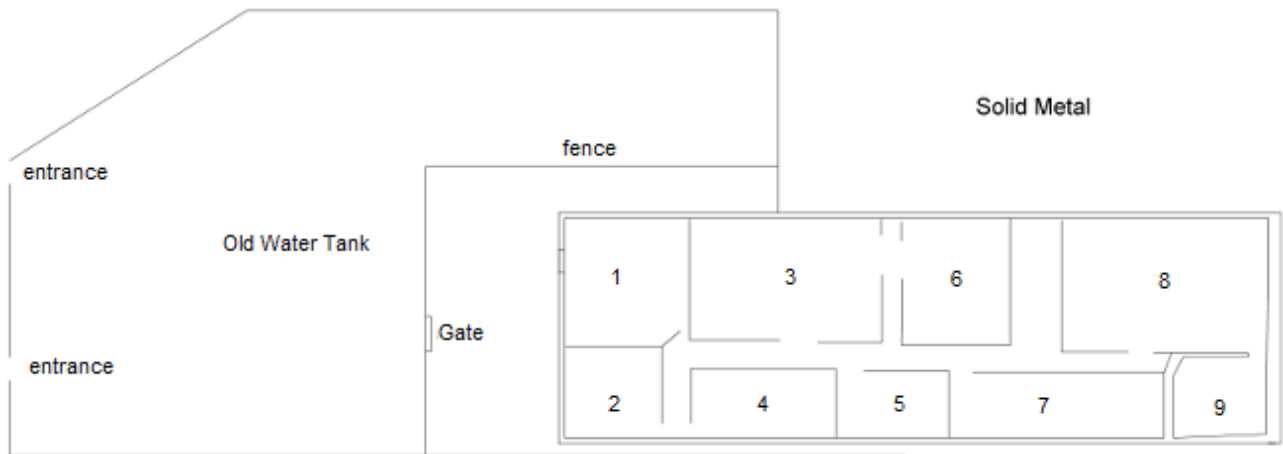
MAP 2: SISTERS OF REPENTANCE



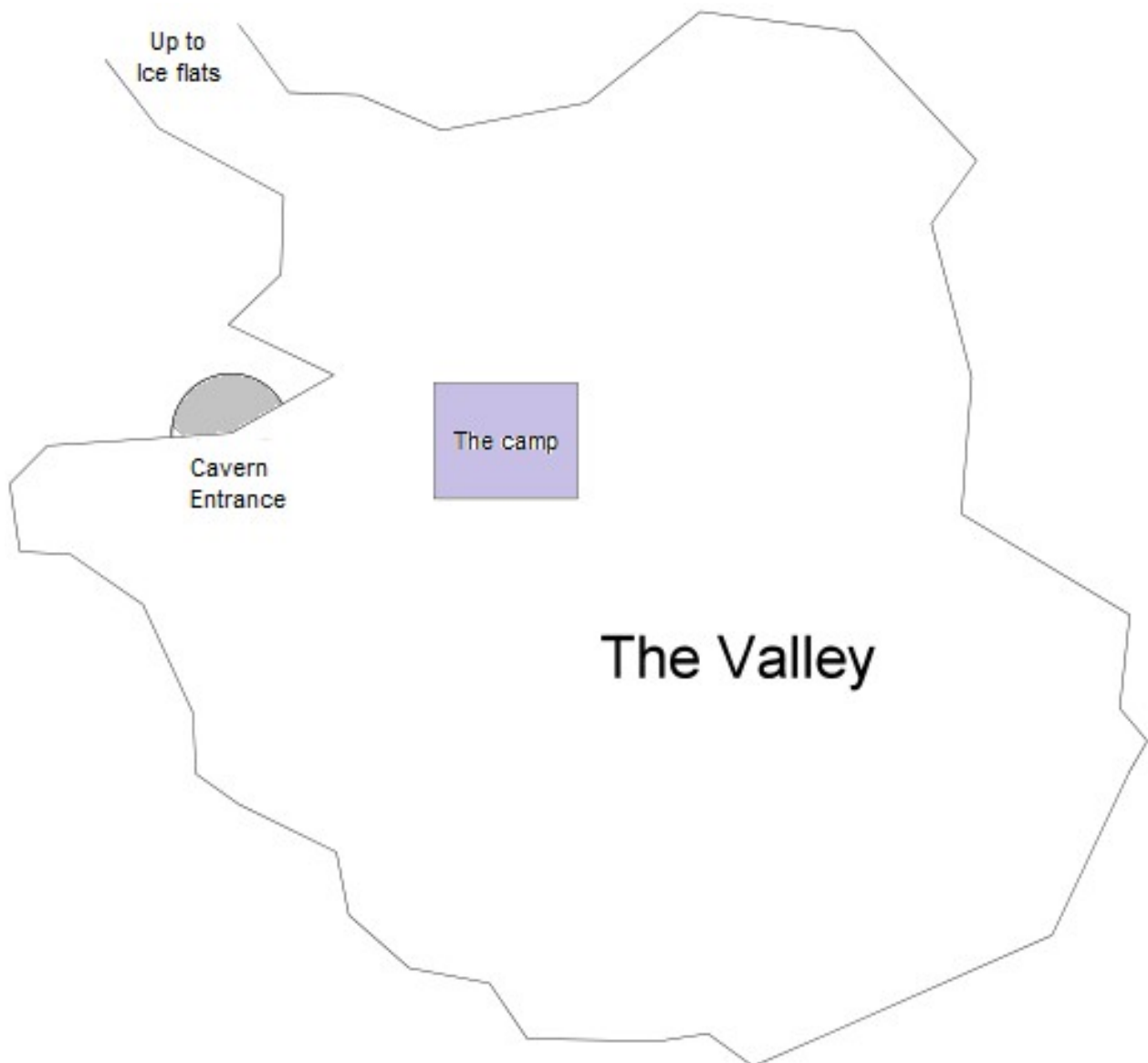
MAP 3: RAYTHERS HOME



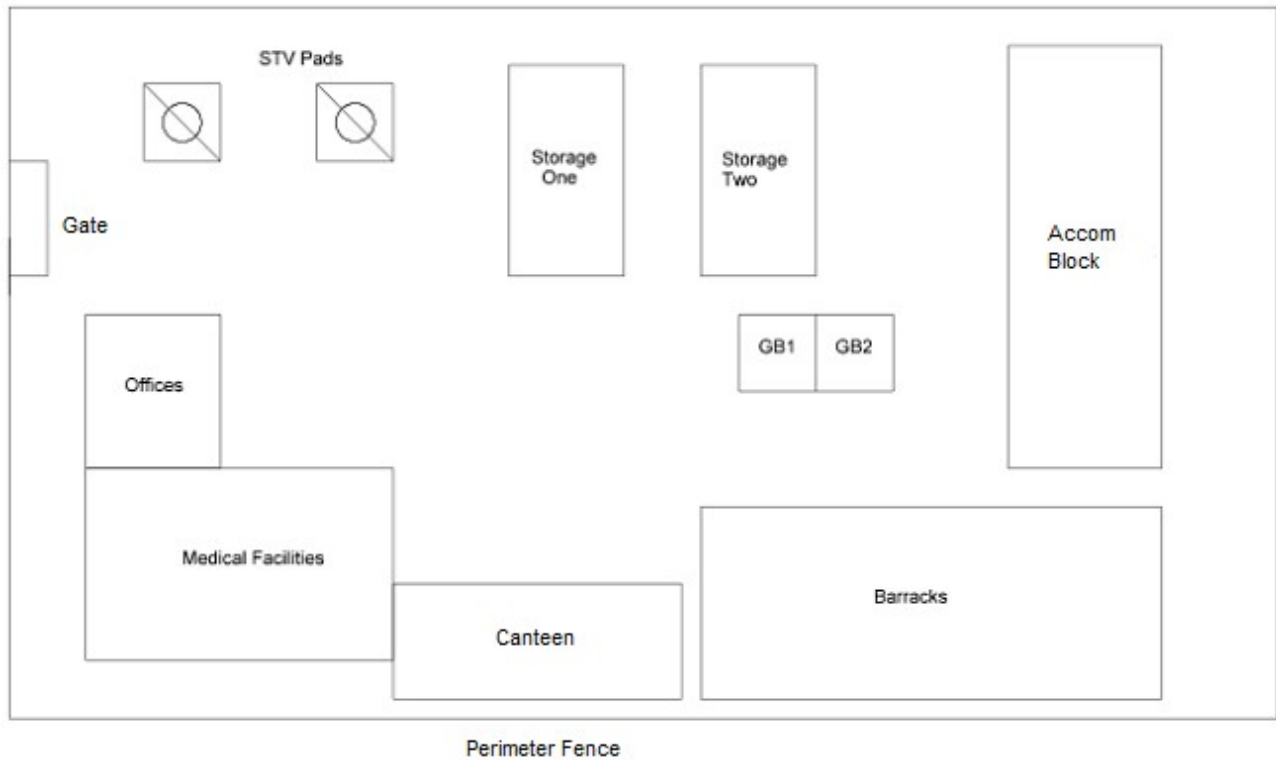
MAP 4: THE COMPOUND



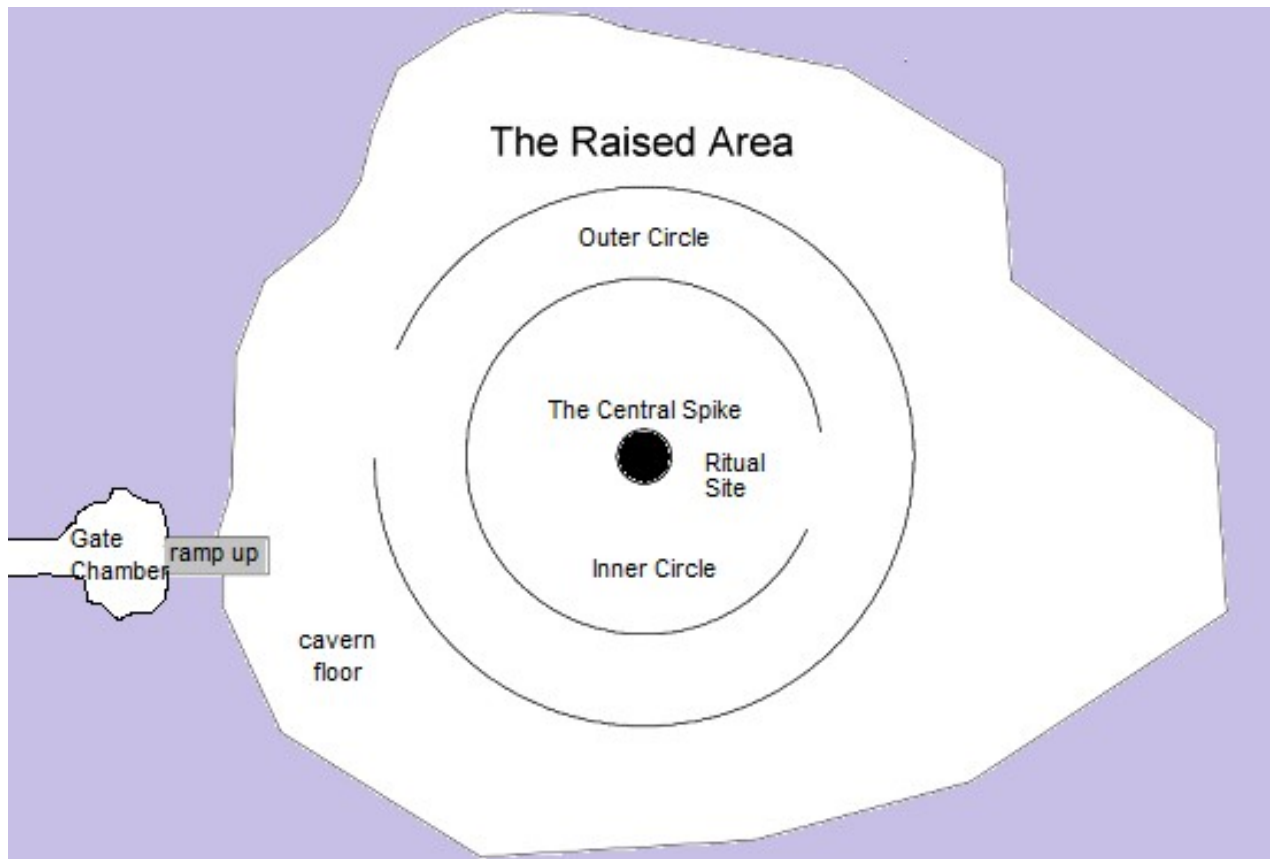
MAP 5: THE CAVERNS, MOUTH AND VALLEY



MAP 6: KOESTLAR OPERATIONS EXPEDITION CAMP



MAP 7: THE CAVERN



Collaborative Open Source Horror Roleplaying In the 23rd century



NEW HORIZON

Questions and comments on our web-based Git-repository manager

<https://gitlab.com/NHcthulhu/NewHorizon>

always contains the latest release

NEW HORIZON 4.5

NAME _____		Characteristics & Rolls		Hit Points																									
Race _____ Gender _____		STR _____ Effort roll _____ %	Major Wound _____																										
Birthplace _____ Grav. field _____		CON _____ Stamina roll _____ %	DEAD (— _____)																										
Age _____ Height _____ Weight _____		SIZ _____ Damage Bonus _____	0 01 02 03 04 05																										
Profession _____ Wealth _____		INT _____ Idea roll _____ %	06 07 08 09 10 11																										
Employee _____ Rank _____		POW _____ Intuition roll _____ %	12 13 14 15 16 17																										
INSANITIES Temp. Insane _____ Indef. Insane _____		DEX _____ Agility roll _____ %	18 19 20 21 22 23																										
_____		APP _____ Charisma roll _____ %	24 25 26 27 28 29																										
_____		BRA _____ Fortitude roll _____ %	30 31 32 33 34 35																										
PLAYER _____		MOV _____	36 37 38 39 40 41																										
Skills																													
Combat bonus (____) _____		Mental bonus (____) _____		Perception bonus (____) _____																									
<input type="checkbox"/> Airborne Assault (01%) _____ %		<input type="checkbox"/> Administration (10%) _____ %		<input type="checkbox"/> Alertness (10%) _____ %																									
<input type="checkbox"/> Brawl (25%) _____ %		<input type="checkbox"/> Appraise (15%) _____ %		<input type="checkbox"/> Alien Environments (01%) _____ %																									
<input type="checkbox"/> Garrote (15%) _____ %		<input type="checkbox"/> Anthropology (05%) _____ %		<input type="checkbox"/> Insight – psychology (05%) _____ %																									
<input type="checkbox"/> Gunnery (05%) _____ %		<input type="checkbox"/> Archaeology (05%) _____ %		<input type="checkbox"/> Listen (25%) _____ %																									
<input type="checkbox"/> Heavy Weapon _____ %		<input type="checkbox"/> Astrogation (00%) _____ %		<input type="checkbox"/> Orientation (10%) _____ %																									
<input type="checkbox"/> Martial Arts (01%) _____ %		<input type="checkbox"/> Astronomy (05%) _____ %		<input type="checkbox"/> Read Lips (01%) _____ %																									
<input type="checkbox"/> Powered Armour (00%) _____ %		<input type="checkbox"/> Biochemistry (05%) _____ %		<input type="checkbox"/> Recon (10%) _____ %																									
<input type="checkbox"/> Street Combat (05%) _____ %		<input type="checkbox"/> Biology (05%) _____ %		<input type="checkbox"/> Research (25%) _____ %																									
<input type="checkbox"/> Zero G Combat (00%) _____ %		<input type="checkbox"/> Chemistry (05%) _____ %		<input type="checkbox"/> Spot (25%) _____ %																									
Communication bonus (____) _____		<input type="checkbox"/> Computer Operation (05%) _____ %		<input type="checkbox"/> Survival (05%) _____ %																									
<input type="checkbox"/> Bargain (05%) _____ %		<input type="checkbox"/> Computer Program. (05%) _____ %		<input type="checkbox"/> Track (10%) _____ %																									
<input type="checkbox"/> Bribery (05%) _____ %		<input type="checkbox"/> Computer Security (05%) _____ %		Physical bonus (____) _____																									
<input type="checkbox"/> Command (05%) _____ %		<input type="checkbox"/> Data Analysis (05%) _____ %		<input type="checkbox"/> Climb (40%) _____ %																									
<input type="checkbox"/> Disguise (01%) _____ %		<input type="checkbox"/> Field Fortifications (10%) _____ %		<input type="checkbox"/> Combat Helicopter Pilot (00%) _____ %																									
<input type="checkbox"/> FastTalk (05%) _____ %		<input type="checkbox"/> First Aid (30%) _____ %		<input type="checkbox"/> Combat Driver (01%) _____ %																									
<input type="checkbox"/> Intimidation (10%) _____ %		Forbidden Science (00%) _____ %		<input type="checkbox"/> Combat Pilot (Atm.) (00%) _____ %																									
<input type="checkbox"/> Persuade (05%) _____ %		<input type="checkbox"/> Geology (01%) _____ %		<input type="checkbox"/> Contragravity Harness (00%) _____ %																									
<input type="checkbox"/> Seduction (10%) _____ %		<input type="checkbox"/> Hyper-Dim. Physics (00%) _____ %		<input type="checkbox"/> Dodge (DEX x2) _____ %																									
<input type="checkbox"/> Status (15%) _____ %		<input type="checkbox"/> Law (05%) _____ %		<input type="checkbox"/> Drive (_____) _____ %																									
<input type="checkbox"/> Torture (15%) _____ %		<input type="checkbox"/> Medicine (05%) _____ %		<input type="checkbox"/> EVA (05%) _____ %																									
Manipulation bonus (____) _____		<input type="checkbox"/> Occult (05%) _____ %		<input type="checkbox"/> Freerunning (05%) _____ %																									
<input type="checkbox"/> Armoury (01%) _____ %		<input type="checkbox"/> Other Language (01%) _____ %		<input type="checkbox"/> Hide (10%) _____ %																									
<input type="checkbox"/> Combat Engineering (00%) _____ %		<input type="checkbox"/> Planetary Engineering (05%) _____ %		<input type="checkbox"/> Jump (25%) _____ %																									
<input type="checkbox"/> Conceal (15%) _____ %		<input type="checkbox"/> Physics (05%) _____ %		<input type="checkbox"/> Jump Belt (00%) _____ %																									
<input type="checkbox"/> Demolition (01%) _____ %		<input type="checkbox"/> Psychotherapy (01%) _____ %		<input type="checkbox"/> Low/Zero Gravity Ops (10%) _____ %																									
<input type="checkbox"/> Electronics Comm. (05%) _____ %		<input type="checkbox"/> Stardrive Engineering (00%) _____ %		<input type="checkbox"/> Marine Craft (10%) _____ %																									
<input type="checkbox"/> Electronics ECM (01%) _____ %		<input type="checkbox"/> Starship Battle (00%) _____ %		<input type="checkbox"/> Parachute Assault (00%) _____ %																									
<input type="checkbox"/> Electronics Systems (01%) _____ %		<input type="checkbox"/> Strategy (01%) _____ %		<input type="checkbox"/> Pilot Atmospheric (00%) _____ %																									
<input type="checkbox"/> Fine Manipulation (05%) _____ %		<input type="checkbox"/> Streetwise (05%) _____ %		<input type="checkbox"/> Pilot Aerospace (00%) _____ %																									
<input type="checkbox"/> Forensics (00%) _____ %		<input type="checkbox"/> Tactic (01%) _____ %		<input type="checkbox"/> Pilot Spaceship (00%) _____ %																									
<input type="checkbox"/> Forgery (05%) _____ %		<input type="checkbox"/> Xeno-Archeology (01%) _____ %		<input type="checkbox"/> Scuba (00%) _____ %																									
<input type="checkbox"/> Hardware (_____) _____ %		<input type="checkbox"/> Xeno-Biology–Ecology (01%) _____ %		<input type="checkbox"/> Stealth (10%) _____ %																									
<input type="checkbox"/> Heavy Machine (01%) _____ %		<input type="checkbox"/> Xeno-Medicine (01%) _____ %		<input type="checkbox"/> Swim (25%) _____ %																									
<input type="checkbox"/> Sleight of Hand (05%) _____ %		<input type="checkbox"/> Xeno-Zoology (01%) _____ %		<input type="checkbox"/> Throw (25%) _____ %																									
Sanity / Stability / Humanity																													
INSANE 0 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21																								Power Points					
22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46																								UNCONSCIOUS 0 01 02 03 04 05 06					
47 48 49 50 51 52 53 54 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72																								07 08 09 10 11 12 13 14 15 16 17 18					
73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 89 90 91 92 93 94 95 96 97 98																								19 20 21 22 23 24 25 26 27 28 29 30					
FOCUS _____																													

NEW HORIZON 4.5

Melee Weapons

Weapon type	Attack/Parry	damage	range	# attacks	length	hand	HP
<input type="checkbox"/> Fist (50%)	____ / ____ %	1D3+db	touch	1	close	1h	n/a
<input type="checkbox"/> Grapple (25%)	____ / ____ %	special	touch	1	close	2h	n/a
<input type="checkbox"/> Kick (25%)	____ / ____ %	1D6+db	touch	1	close	0	n/a
<input type="checkbox"/> Head (10%)	____ / ____ %	1D4+db	touch	1	close	0	n/a
<input type="checkbox"/> Brawl (25%)	____ / ____ %	1D3+db	touch	1	close	1h	n/a
<input type="checkbox"/> Garrote (15%)	____ / ____ %	1D6+db / round	touch	1	close	2h	n/a
<input type="checkbox"/>	____ / ____ %						
<input type="checkbox"/>	____ / ____ %						
<input type="checkbox"/>	____ / ____ %						

Firearms

Armor

Weapon type	weapon	ROF	damage	range	Ammo	Fail	Armor type
<input type="checkbox"/> Handgun (20%)		%					AP
<input type="checkbox"/> Shotgun (30%)		%					ENC
<input type="checkbox"/> Rifle (10%)		%					Rad. Shield
<input type="checkbox"/> Machine Gun (15%)		%					
<input type="checkbox"/> Heavy Wpns (10%)		%					
<input type="checkbox"/> Energy Wpns (10%)		%					

Nanoware

Bioware

Nanoware type	augmentation	Bioware type	augmentation	SAN

Psionic

Cyberware

[illegible]

Luck

OUT OF LUCK

0 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23

24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	56	57	58	59	60	61
62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	89	90	91	92	93	94	95	96	97	98	99

**For space is dark
... and full of terrors**



**New Horizon is a game
about humanity's spread
into our solar system
and the horrors we
discover as we go there.
It is an exciting mix of
Blade Runner universe,
Aliens movies,
Lovecraftian horror and
hard science-fiction.**

NEW HORIZON
Campaign Pack HD 1.2